



*SUMMER/VACATION*  
*READING*  
*HANDBOOK*

2006

ALABAMA, GEORGIA  
SOUTH CAROLINA  
VIRGINIA



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# Chapter 1

## PLANNING AND PROMOTION



# PLANNING AND PROMOTION

## TIPS ON RUNNING YOUR LIBRARY'S SUMMER/VACATION READING PROGRAM:

### **Plan out the schedule for the entire summer as soon as possible.**

What days will programming be held?

How many weeks will the library offer programs?

Will programs be done at the same day and time every week?

How many programs will the library offer each week?

This helps parents remember when the program is being held. However, the library's program schedule may not be convenient for all families. Consider having some evening and/or weekend programming for families where both parents work during the day.

Be sure to schedule adequate staff and volunteers for each program.

### **Make planning and promotion of the reading program as important as the summer's activities.**

- Think about when and how you will promote the reading program during the last few weeks of school.
- Determine the school districts and/or individual schools deadline date for parent newsletters.
- Are schools willing for you to make school visits to talk about summer reading at an assembly or in classroom? Do you have the time and staff to do this?
- Contact the local newspaper early and ask them to come to the library to cover one or two special events. Remind them the week of the program and again on the day of the event. Try to get an article printed early in the program to generate interest.
- Budget your money carefully. Can you partner with outside organizations for supplies, volunteer time, or program presenters?
- Budget your time carefully. Children's librarians want summer reading programs to be fun and exciting. Games, visiting artists and performers all help make summer reading fun, but be realistic about what you, your staff, and any volunteers can do.
- Try to keep track of attendance and participation, Remember that statistics help tell the story.



- Count attendance at each program.
- Try to determine the effect of programming on circulation. Compare circulation on programming days with other days of the week. Does summer reading for children have any effect on adult circulation?
- Keep record keeping as simple as possible. Decide how you will track reading—time spent reading/listening, number of books, etc.
- Try to line up volunteers early. You might want to check with a middle or high school to see if they have a community service requirement for students. Post a sign in the library and include information about volunteer opportunities in news releases.
- At the end of the summer schedule a meeting of all children's services staff along with a representative from circulation and a branch. Evaluate the summer reading program and talk about what needs to be done to make it better or to run more smoothly. Ask what you want to change for the next year.

## Basics for Planning a Successful Summer Reading Program

- Programs for children promote use of the library. They encourage children to read, and we all know that many children who enjoy reading grow into adults who read and use libraries. Part of the value of good programs is that it models the use of print and non-print materials for parents, children, and other caregivers.
- Programming also should increase the visibility of the library in the community, which can lead to increased use of the library's resources. Increased use and satisfied families generate support for your library. The fact that library programs are free makes them accessible to all economic groups within your community. Always mention that programs are free in your publicity.
- Think about ways to use summer reading to reach out to segments of the community who do not use the library. Try to reach out to the diverse groups in your area, and be sure to include multicultural materials and activities in programming.
- Be sure to plan some programs at times that accommodate a variety of parent's work schedules and other obligations. Consider planning some evening and weekend activities.
- Contact other community groups and organizations that plan activities for children during the summer school vacation. Try to avoid major scheduling conflicts, and use the other groups to promote the summer reading program. This is especially important in small communities where there are a limited number of children.

- If you are planning to use professional performers, storytellers, etc. book early so you have your choice of dates. Contact nearby library systems to see if you can work out a back-to-back booking. This often results in a reduced fee for travel and lodging.
- Be sure that your planned activities will work in the available space in the library. It is always best to have programs in the library since children are then more likely to borrow materials. If you have to have a program offsite, always stress that the program is sponsored and paid for by the library, Friends of the Library, or community business, etc.
- Book your meeting room or other space early so it will be available for your needs.
- Design programming activities so that children with disabilities can participate. Areas should be physically accessible. Be flexible about age limits in order to make programs available to children for whom they are developmentally appropriate, without regard for age.
- Allow parents to accompany children but encourage them to sit in the back of the programming area so as not to block other children from seeing clearly.
- Have a simple form to use to evaluate every program. This will help in planning future programming.

Planning should include a number of components to make summer reading successful. Here is a short checklist to consider when developing library programs for the reading program.

- What are your goals and target audiences for various programs?
- What is the program budget? This should be developed several months before summer reading begins so that there is time to raise any additional funds needed and to ensure that children's services staff knows how much is available before booking any paid programmers.
- If additional funds are needed and your administrator approves, investigate other sources of funding such as local businesses and the Friends of the Library? If you do receive donations, be sure to acknowledge them in news releases and at the beginning of programs. You may also want to post a list of donors in the library and provide them with a sign to put in their business.
- Determine what materials and personnel will be needed for programming and other activities?

- Plan how will you attract new children and families to the library through programming?
- Plan the methods and strategies you will use to promote the summer reading program.
- Decide on what program completion requirements will be for this coming summer. It may be a good thing to change them somewhat from one year to the next just to keep the reading program fresh.
- Decide how will you evaluate programs? Think about having a form at a couple of programs for elementary children to evaluate the activities. Another time have a form for parents or other adults. Ask children and parents for suggestions of other types of programs they would enjoy attending.
- How will you reach out to involve children with special needs? It is important to be inclusive in your program and to reach out and be sure parents are aware of this.
- Use your volunteers well. If you have teen volunteers let them lead an activity. A group of teen volunteers can do a puppet show, creative drama activity, teach a craft they love to do, etc.

## Volunteers

Be sure that your library board and director know that you would like to have volunteers. They need to know because of potential liability, and may want to have a volunteer policy.

Have a volunteer application form and a written job description with sample tasks. This will help you use your volunteers in activities or tasks that they enjoy and will help them be sure the library is where they want to volunteer. Have a short interview with potential volunteers to learn about what they like to do and why they want to help at the library, and what they like about working with children.

Have a training and orientation session for teen volunteers. Be sure they are aware of some library philosophies such as patron confidentiality and intellectual freedom. Be clear about your expectations.

Plan to have a way to recognize volunteers for their assistance.

Give them meaningful tasks to do.

- Help with other program preparation including cutting thing out and setting up.

- Help at programs with craft and other activities. A group of teens might enjoy planning a reader's theater play, a puppet show, or a craft activity for a program.
- Help with summer reading—checking reading records, awarding prizes, etc.
- Reading to children or listening to primary children reading aloud
- Putting away paperbacks and magazines
- Help staff find books and other materials
- Write newsletter articles
- Make craft samples.

Have a written schedule of hours and expect them to notify you if they can't keep to their schedule.

Training is important. Don't assume they know how to shelve books. Be sure to make it clear when they need to turn over something to regular staff. If they are going to be allowed to help library users, be sure they know where different area of the library are. Provide them with a map with separate areas of the collection clearly marked.

Schedule volunteers for about one three-to-four hour shift or two shorter ones. Give them a fifteen-minute break on the longer shift. If library staff prefers allowing the volunteers to take breaks at a different time than staff, let the volunteers know when they may take a break.

Put any dress or behavior expectations in writing.

Have nametags for them.

Be sure to show appreciation. At the end of the summer volunteer program thank each volunteer and give him or her some small reward even something as simple as a certificate. Give them a letter stating the type of things they did, how many hours they worked, and how it helped the library. Teens can use this to use for counting service hours for school or to use in looking for a job.

## **Working with the Schools to Promote Summer Reading**

Plan school visits well in advance. Contact school administrators as well s teachers and the school librarian. If visiting isn't an option because of limited time and staff, consider making a DVD with the summer reading promotional spot and information about your library's reading program and activities.

Here are some suggestions to help make successful school visits.

- Target one grade level for visits or arrange to speak at an assembly to make the best use of your time
- Provide attractive and informative letters or flyers about the summer reading program to be sent home for parents. See if the school will include this with the end of the school year mailing or with report cards. They could also include the information in a school newsletter.
- Provide posters or flyers for use in classrooms, the school library, and hallways.
- If you have funds, give teachers, librarians, and other promotional buttons to wear.
- Visit child care centers and ask them to send letters home with the children.
- Volunteer to speak at a PTO meeting about public library services, the summer reading program, and the importance of reading during the school vacation.
- Visiting in costume always creates interest. If you prefer, a small object or t-shirt about the program works well too.
- If you are also visiting middle schools, do a two or three book booktalk as part of the presentation.

### Sample Letter to Teachers (put on library letterhead)

Date

Dear (*Teacher's name*):

I am currently contacting \_\_\_\_\_-grade teachers in the \_\_\_\_\_ School District to let you know that I am interested in scheduling a 15-minute segment of classroom time to tell your students about the 2006 ONCE UPON A TIME summer reading program at the \_\_\_\_\_ Public Library. If you are willing to arrange such a visit during the weeks of \_\_\_\_\_ and \_\_\_\_\_, please contact me before \_\_\_\_\_ to confirm a dates and time.

My presentation will consist of a brief talk about the summer reading program to encourage them to participate. I will give you informational flyers about the reading to send home to parents. Children will have the opportunity to ask questions.

The annual public library summer reading program encourages children to keep reading during the summer break from school. We hope you will encourage your students to participate in Once Upon a Time this summer.

Sincerely,

(your name and title)

Cc. (principal's name)

Create a time line for library visits to local schools. Creating a simple skit can help create interest.

March: Plan what you want to do on school visits

Early April: Contact school district administrative office and media center coordinator to get approval for writing to principals and promoting the reading program.

Mail letters about summer reading to all elementary schools, public and private, and to home school groups or associations.

Follow up with a phone call about two weeks after the mailing.

## Sample Letter

Date

\_\_\_\_\_, Principal  
Name of School  
Address  
City, State, zip

Dear Ms. \_\_\_\_\_:

The \_\_\_\_\_ Library is looking forward to involving children in the 2006 summer reading program, *Once Upon a Time* at both the main library and library branches. The children's department staff has a (skit, short presentation, storytelling, etc.) to take to elementary schools in our area that is designed to interest children in the summer reading program. We have found that school visits have a positive impact on participation in the summer reading program. The summer reading program helps keep children reading during the long break from schools and encourages them to read what they enjoy.

We believe that having the opportunity to talk with children at their school creates interest in the summer reading program. We will have a skit (or whatever else you do) to do for the students, which reinforce the message that reading is important and fun. The presentation will last approximately \_\_\_\_ minutes. We can visit individual classrooms or a group of several classes at the same time.

Sincerely,

Name  
Children's Librarian

It is also important to make contacts with childcare centers, which during the summer months have contacts not only with preschool children and their parents, but also with school age children and their families. These are often children whose parents find it difficult to find time or even transportation to get to the library. It is often necessary to be flexible to include these children. Some libraries, for example, allow the teachers to keep track of the reading of children in their care, which avoids long lines when groups of children arrive at programs and want to claim any prizes. Instead the teacher can get the prizes and distribute them to the children if necessary.

A sample group registration form is on the next page.

ONCE UPON A TIME SUMMER/VACATION READING PROGRAM  
GROUP REGISTRATION FORM

Please print:

1. Your Name \_\_\_\_\_
2. Your organization's name \_\_\_\_\_
3. Address \_\_\_\_\_
4. Phone Number \_\_\_\_\_ Fax \_\_\_\_\_
5. Email Address \_\_\_\_\_
6. Daily Opening and Closing Times for Your Program \_\_\_\_\_
7. Beginning & Ending Dates for Your Program \_\_\_\_\_

Please estimate how many children will be in your program in the following age or grade categories. Please use grade levels as of Fall, 2005.

Preschool ( No minimum age) \_\_\_\_\_

Kindergarten \_\_\_\_\_

First Grade \_\_\_\_\_

Second Grade \_\_\_\_\_

Third Grade \_\_\_\_\_

Fourth Grade \_\_\_\_\_

Fifth Grade \_\_\_\_\_

\_\_\_\_\_ We would like to register our children for the summer reading program as a group.

\_\_\_\_\_ We would like to be able to bring \_\_\_\_\_ of children to programs

Return this completed form to: \_\_\_\_\_ at \_\_\_\_\_  
Library staff member

\_\_\_\_\_ (library address) Fax # \_\_\_\_\_



*This is a sample form for group registrations. If this seems useful, adapt as needed for your library.*

## **Keep Parents Informed**

Make a special effort to communicate with parents. Nothing replaces talking to parents when they are in the library with their children. Put publicity about the program in the adult area of the library for parents and people who work with children. Encourage all staff—not just children’s department staff—to encourage participation in summer reading.

## **Rewards and Prizes**

Always remember that summer reading is not a contest. It is a reading program. Incentives, no matter how small, are good ways to recognize children’s efforts. In addition to prizes for various levels of reading, your praise and encouragement are effective. Local businesses such as fast food restaurants are often willing to provide coupons for food as incentives. Some libraries have an end of the program party to recognize the young readers. Some prize items will be selected that go with the theme. Since the vendor generally receives a large number of orders, this keeps prices down. T-shirts become a walking advertisement.

ONCE UPON A TIME  
2006 SUMMER READING PROGRAM  
AT THE \_\_\_\_\_ LIBRARY

TIPS FOR PARENTS

Your involvement this summer can make the difference in whether the library program is an exciting fun and enjoyable experience or a disappointment. Here are some ideas to help you make this summer's library program all that it can be and should be for you and your child.

- Help your child set a realistic book goal for the summer. Try to encourage a goal that will challenge your child but not be so ambitious that reading becomes an unpleasant chore. We want children to enjoy their reading time.
- Establish a regular time for reading in your home for all members of the family.
- Read a chapter book aloud to the entire family. Read one or two chapters a night. Children will come to look forward to this special time together.
- Offer to read to them at bedtime or at the end of dinner. Even older children who read well enjoy listening to Mom or Dad read.
- Show genuine interest in the stories or programs your child discovers during summer reading.
- Appreciate all books your child selects, even the ones that seem to be "too easy." Summer is a time for fun and relaxation. Your child has been reading purposefully during the school year and needs time to explore and enjoy books on his or her own. Reading old favorites again can be comforting and relaxing.
- Read yourself and make sure your child knows you enjoy reading. Nothing motivates children more than a good role model.
- Help your child attend special library programs. Encourage them to invite or bring a friend.
- Get your child his/her own library card.
- HAVE A GREAT READING SUMMER.

## Summer Reading for Children with Disabilities.

Be sure that parents with disabled children know that their children are welcome to participate in summer reading and its related activities. Be prepared to make accommodations to ensure their participation is a positive and enjoyable experience.

Children with visual impairments who qualify to use Talking Book Services (in some states known as Library for the Blind and Physically Handicapped) can participate in their local library's program while getting their "talking books" on tape from the State Library's service. In some states, there may be a special summer reading program offered by the Talking Books or Library for the Blind and Physically Handicapped service. This would be another option. Make an effort to find out if there is a summer reading program offered through these special services, but also encourage these children to participate in your library's program. In some states, libraries can request some talking books or Braille books to use and loan to children with visual and other disabilities during the summer.

Make it clear in your publicity that you can make accommodations for children with disabilities. Be aware of this when planning activities.

## Working With Businesses, Professions, and Organizations

Building relationships with local businesses by patronizing them throughout the year is helpful when it comes time to ask for donations or supplies to support the summer reading program. Likewise, if any member of your staff is a member of a service organization, such as Kiwanis or Rotary Clubs, this could help in getting a donation.

Be willing to talk at meetings of service clubs, church groups, and professional organizations throughout the year. Provide presentations directly related to the summer reading program as well as children's services in general. Service clubs are often looking for speakers and are used to being asked for contributions from groups and organizations in the community. They generally are interested in activities that benefit young people.

Provide summer reading supporter signs that businesses that donate money or other items can display on the walls and doors of their business.

Write a letter to the editor at the end of the program thanking by name all the businesses and people who contributed to the program's success.

## PROMOTING THE ONCE UPON A TIME SUMMER READING PROGRAM

Putting on a summer library program is one of the best ways to acquaint your entire town, city, or community with public library services and resources. As the program proceeds, many people will be receiving a positive message about your public library, including the family and friends of those who participate in summer reading program and its related activities. Teachers and school administrators will also get that message when you reach out to them. Others who will learn about all the positive things that your library does will be the staff of organizations and businesses you contact as you work to raise money or get donations for things such as prizes and snacks. If there is a spring or early summer community event or parade, be sure the library is a participant in some way.

Keep the newspaper and other media informed of library activities throughout the year. This is a great way to get the community hearing about the library throughout the year. It builds awareness of what the library is doing and generates the idea that the library is a positive resource for children and families.

Think of the summer reading program as an integral part of the library's advocacy efforts. When you can make a case for sustained or increased support for the library's services for the citizenry summer reading program statistics and testimonials can be a great help. Keep good statistical records and share them with community leaders and officials. Here are some good statistics to gather, compile and share:

- Percentage of the community's population ages 4 through 14 (or whatever your age range is for summer reading) that were involved in the program.
- How many child care centers enriched children's summer by participating in library activities.
- How many outreach activities you offered to enable more children to benefit from library resources as well as where these activities happened
- How many children participated in summer reading through bookmobile service?
- How circulation and program attendance numbers show the library's responsiveness to community interests.
- What other community agencies cooperated to help summer reading be successful.
- What teachers and parents say about summer reading's impact on reading skills.

### Getting the Message Out Through the Media

The local media is essential to spreading the word about summer library activities.

Don't be a fair weather friend! Build a sound working relationship with local radio stations, television/cable stations, and newspapers.

Learn and respect their deadlines and formats.

Send out news releases on a regular basis during summer reading. Be sure everything is accurate. Have someone else on the staff read your news releases critically before submitting them.

Contact the press in advance of any kick-off events or other programs that might make good television stories or newspaper pictures and articles. Call them at least 24 hours before the event and give them a short, polite reminder call the day of the program. They are likely to be more interested in events with strong pictorial opportunities.

Thank the press for what they do to show your appreciation. Don't complain when the press doesn't show up.

See if local free shopper's guides will run something about the program.

Public Service Announcements and press releases should always:

- Be typed and double spaced
- Be printed on only one side of the paper
- Include the name, address, phone number, e-mail, and contact person in your library
- Include a release date:
- Credit the appropriate funding source or sources
- Include ALL essential information in the first paragraph
- Be as brief as possible! Two pages MAX! --and, most times much shorter.

If other libraries share the same television and radio station listening/viewing area, consider doing a basis summer reading news release jointly.

On the next page is a basic summer reading news release. Add your library's information your summer reading activities, requirements, and incentives.

## SUMMER READING NEWS RELEASE

For Immediate Release

DATE:

Contact: NAME:  
TITLE:  
TELEPHONE #:  
EMAIL ADDRESS:

Children of all ages will enjoy the 2006 summer reading program "Once Upon a Time." at the \_\_\_\_\_ Library.

Princesses and princes, dragons and giants are just a few of the characters children will become acquainted with during the \_\_\_\_\_ library summer reading program. In addition to reading folk and fairy tales, the children will have other program opportunities to explore the world of make believe.

Last summer over \_\_\_\_\_ children participated in the summer reading program at the \_\_\_\_\_ Library. LIST SOME PROGRAM IDEAS HERE will take children on a journey of familiar fairy tales and introduce them to some new ones.

Summer reading programs are open to all children ages \_\_\_\_\_ to \_\_\_\_\_. For participating in this free program, children will receive \_\_\_\_\_.

Registration for the "Once Upon a Time" summer reading program will be at the \_\_\_\_\_ Library, Add *DAYS* from *STARTING TIME* to *ENDING TIME*. For more information contact \_\_\_\_\_ at \_\_\_\_\_ or visit the library web site at \_\_\_\_\_.



## Decorations

### Child Size Castle

This castle is just the right size for children to play with in the library.

Materials:

- 2 refrigerator boxes
- 1 range box
- Mat knife, pencil, and a yardstick
- 6" X 24" piece of drawing paper (or wrapping paper or newspaper)
- Scissors, quarter coin
- Table knife, sixteen 1½" paper fasteners
- Thumbtacks, string, glue, glue brush
- Four 8-foot lengths of rope or clothesline.

### Build a Reading Castle

Make this reading castle with the help of nine to fourteen year old volunteers.

Make the frame from wood and chicken wire, and chicken wire, plastered over and with milk cartons making the top.

### Create a theme entry to the children's area:

Make a cardboard portcullis at the entry to the children's area. Flank the door with life sized cardboard cutouts of a knight (Sir Reads-a-lot) and a lady (Lady Readsmore) or some or some fairy tale characters.

Cut out poster board size figures of the characters in the summer reading art.

Cut out poster board size figures of well-known folk and fairy tale characters

Make poster board size books for displays

At the first program of the summer, have children make their own coat of arms and display them in the children's area during summer reading.

Make banners using heraldic designs to hang on the wall.



Make a poster board dragon to guard one wall.

## **Resource Ideas for Once Upon a Time**

Submitted by Frances Smith, Children's Librarian

Albert L. Scott Library/Alabaster AL

### **DECOR**

The following can help turn a meeting/story time room into a fairy tale castle.

OTC Catalog#20342G1 (Halloween 2005)

Page 59 Castle Mural (interior)

OTC Party Catalog #20332A1

Page 68 (Back cover) Inflatable Castle (exterior)

Stumps (Catalog or On line)

Enchanted Castle Centerpiece; Daring to Dream Castle Silhouette; Castle Tower Cutout; Medieval Castle Decorations; Gossamer Cobblestone and Flagstone

### **PROPS:**

Oriental Trading Company (OTC) Party Supply Catalog #20332A1

Page 3 and 23 Wands

Page 33 Monkey Piñata ("Curious George")

Page 35 Cow Piñata ("Jack & the Beanstalk"; nursery rhymes)

Page 68 (Back cover) Princess Dolls

OTC Main 2005 Catalog #20324B1

Page 101 Fairy Tale Puppets

Pages 82, 83, 84, 103 Various Frogs ("Frog Prince")

Page 106 Various crowns, tiaras and wands

Birthday Express

Page 55 Knight's Costumes

OTC 2005 Spring #20331A1

Page 30 Swords

### **TREATS:**

OTC Party Catalog #20369B1

Page 74 Pink Crown-shaped Lollipops

### **PRIZES:**

OTC Main 2005 Catalog #20324B1

Page 105 Fairy Tale Bendables

## **CRAFTS/CRAFT KITS:**

### OTC Everyday Craft Catalog #20336B1

Page 13 Sand Art Castle Bottles

Page 27 Fairy Tale Lacing Kit

Page 46 Various animal crafts

Page 65 Various Frog Crafts

Page 66 Plastic Glitter Paint Brushes

### OTC Hands on Fun Catalog #20344B1

Page 37 Foam Crowns

Page 42 Felt Crowns

Page 45 Tiaras, Shields

Page 51 Castle Mobiles

### OTC Party Catalog #20369B1

Page 75 Princess Magnets Kit

### OTC Hands On Fun Catalog#20328A1



# Chapter 2

## BIBLIOGRAPHY



# ONCE UPON A TIME

## BIBLIOGRAPHY

One hardly needs a bibliography when the theme for summer reading is Once Upon a Time. This is a great year to use folk and fairy tales as well as nursery rhymes and fantasy. Activities and stories about the Medieval times also works with the theme. Draw on the 398's for displays and reading to children. Display some of the recent great fantasy books, both recent titles and some of the older ones that may now spend more time on the shelf waiting to be chosen by a child This listing of books is only a small selection of good books to get you started with planning for Once Upon a Time.

### FOLK TALES AND LEGENDS

Adler, Naomi. The Barefoot Book of Animal Tales From Around the World.

Barefoot, 2002. 1841489417.

Auch, Mary Jane. The Princess and the Pizza. Holiday House, 2002. 0823416836

Batt, Tanya. The Princess and the White Bear King. Barefoot, 2004. 1841483397

Batt, Tanya. A Child's Book of Faeries. Barefoot, 2002 184148549

Batt, Tanya. The Faeries's Gift. Barefoot, 2003. 184148980

Bierhorst, John. The Dancing Fox: Arctic Folktales. William Morrow,  
0688144063. The Inuit oral tradition is filled with humor and magic.

Browne, Anthony. Into the Forest. Candlewick, 2004. 763625116

Burleigh, Robert. Pandora. Silver Whistle, 2002. 252021787

Catanese, P. W. The Thief and the Beanstalk. Aladdin Paperbacks, 2005.  
0689871732

Cooper, Susan. The Magician's Boy. Margaret McElderry Books, 2005. 1415588392

Corbett, Eliabeth. Three Wise Old Women. Dutton, 2004. 0525472304

- Coville, Bruce. *The Dragon of Doom*. Simon and Schuster, 2003. 1415503494
- Craft, Mahlon F. *Sleeping Beauty*. SeaStar, 2002. 1587171201
- Crews, Nina. *The Neighborhood Mother Goose*. Greenwillow, 0060515740  
An urban Mother Goose, with surprising photographs from city streets.
- Crossley-Holland, Kevin. *The Seeing Stone: Arthur Trilogy Book One*. Arthur A. Levine, 0439263263. The teenaged Arthur is intrigued by visions he sees in a gift of Obsidian from Merlin.
- Demi. *Once Grain of Rice: A Mathematical Folktale*. Scholastic, 059093998X.  
A clever village girl uses the principle of doubling to teach the rajah a lesson.
- Diakite, Baba Wague. *The Hunterman and the Crocodile: A West African Folktale*. Scholastic, 0590898280. The relationship between man, animals, and the earth they all share.
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- Dunleavy, Deborah. *The Jumbo Book of Drama*. Kids Can Press, 2004.  
1553370082
- Grey, Mini. *The Very Smart Pean and the Princess-to-Be*. Knopf, 2003.  
0375826262
- Hague, Kathleen. *Good Night, Fairies*. Seastar, 2002. 1587171341
- Hale, Shannon. *The Goose Girl*. Bloomsbury, 0618033777. Princess Anidori is forced to become a goose girl until she can prove her true identity and reclaim her crown.
- Hamilton, Martha and Mitch Weiss. *Stories in My Pocket; Tales Kids Can Tell*. Fulcrum Pub. 1996. A strong collection of 30 tales for beginning storytellers, arranged according to the difficulty of the telling.
- Hamilton, Virginia. *Bruh Rabbit and the Tar Baby Girl*. Blue Sky, 059047376X.  
A rich, lyrical retelling with fresh watercolors by James Ransome

Hoberman, Mary Ann. You Read to Me, I'll Read to You: Very Short Fairy Tales to Read Together. Little Brown, 2004. 0316146110.

Huck, Charlotte. The Black Bull of Norroway: A Scottish Tale. Greenwillow, 0688169007. A plucky girl overcomes enchantments and seven years of hard labor

Kellogg, Steven. The Three Sillies. Candlewick 2004.

Lasky, Kathryn. The Emperor's Old Clothes. Voyager, 2002. 0152163484

Leigh, Susannah. Puzzle Castle..Usbourne, 2004. 0794504337

\_\_\_\_\_ Puzzle Dungeon. Usbourne, 2005. 0881107530

Leroe, Ellen. Princess Fun: Count 10 to 1. Little Simon, 2005. 0689868952

Lester, Helen. Tackylocks and the Three Bears. Houghton Mifflin, 2002. 0618224904

Lowell, Susan. Dusty Locks and the Three Bears. Henry Holt, 0805058621. A familiar tale told with a western twang, featuring three grizzlies and a dirty little cowgirl.

Lunge-Larsen, Lise. The Troll with No Heart in His -Body: And Other Troll Tales, from Norway. Houghton Mifflin, 0395913713. Authentically told tales of adventure, humor and pluck.

McKay, Hilary. There's A Dragon Downstairs. Margaret K McElderry, 2005. 06898677743.

Maggi, Maria Elena. The Great Canoe: A Karina Legend. Groundwood, 0888994443.  
A retelling of a great flood story from the indigenous people of Venezuela.

Martin, Rafe. The Storytelling Princess. Putnam, 2001. 0399229248

Matthews, John. The Barefoot Book of Knights. Barefoot, 2002 1841480649

Minters, Frances. Princess Fishtail. Viking, 2002. 0689844867

Morales, Yuyi. Just a Minute: A Trickster Tale and Counting Book. Chronicle, 0811837580. Mexican motifs and bilingual touches set off this tale

Morris, Gerald. Parsifal's Page. Houghton Mifflin, 0618055096. Chivalry meets humor as young Piers leaves home to serve a knight who is on the quest of the Holy Grail.

Martin, Rafe. Mysterious tales of Japan. Putnam, 039922677X. Ten haunting, beautiful and eerie tales.

Opie, Iona Ed. Humpty Dumpty: and other rhymes. Candlewick, 0763603538  
Rhymes that comprise our spoken heritage, that every baby should hear.  
Others in series: Little Boy Blue: And other rhymes (0763603546),  
Pussycat Pussycat: And other Rhymes (0763603554), and Wee Willie Winkie: And  
Other Rhymes (0763603562).

Opie, Iona. My Very First Mother Goose. Candlewick, 0564026205.  
Joyous, whimsical, sly, and silly, a wonderful introduction to every child's literary heritage.

Osbourne, Mary Pope. The Brave Little Seamstress. Atheneum, 2002. 068944867

Parnell, Fran. The Barefoot Book of Monsters. Barefoot, 2003. 1841481765

Pinkney, Jerry. Aesop's Fables. 1587170000. 61 tales come alive with accomplished retelling and detailed color pencil and watercolor illustrations.

Price, Kathy. The Bourbon Street Musicians. Clarion, 2002. 618040765

Pyle, Howard. Bearskin. William Morrow, 0688098371. A young man raised by a bear is the only one brave enough to conquer the dragon and win the hand of the princess.

San Souci, Daniel. Cendrillion: A Caribbean Cinderella. Simon and Schuster, 068980668X. Cendrillion's godmother retells the story from Caribbean culture.

Sierra, Judy. Can You Guess My Name? Traditional Tales Around the World. Clarion, 2002. 0618133283. Versions of well-known tales taken from many countries.

Sierra, Judy. The Gift of the Crocodile: A Cinderella Story. Simon and Schuster, 2000.  
0689821883. Indonesian culture is highlighted in this story featuring a silver sarong and Grandmother Crocodile.

Sierra, Judy. Can You Guess My Name? Traditional Tales from Around the World. Clarion, 2002. 0618133293.



Sierra, Judy. Silly and Sillier; Read-Aloud Tales from Around the World. Knopf, 2002.

03758066091

Simmons, Jane. Dreamtime Fairies (El Vuela De Las Hadas) Beascoa, 2002.  
8448811933

Spanish ed: 023002300000

Smith, Sue. Goldilocks and the Three Martians. Dutton, 2002. 0525469729

Sogabe, Aki. Aesop's Fox. Browndeer Press, 1999. 015206716 Fox moves through the forest, learning valuable lessons in these retellings of Aesop's fables.

Spiegelman, Art and Francoise Mouly, eds. Little Lit: Folklore and Fairy Tale Funnies.

Harper Collins, 0060286245. Fairy tales retold by an impression collection of illustrators, in the style of comic books.

Stanley, Diane. Goldie and the Three Bears. Harper Collins, 0060000082.  
A modern Goldie knows just what she likes.

Steig, Jeanne. A Handful of Beans. Harper Collins, 0062051628. Six traditional fairy tales delight the reader with droll text and humorous illustrations.

Stewig, Johan Warren. Whuppity Stoorie. Holiday House, 2004. 0812318492.

Sutcliff, Rosemary. The Wanderings of Odysseus: The Story of the Odyssey. Delacorte,

0385322054. A retelling of the famous classic story by a master storyteller.

Taback, Simms. There Was an Old Lady Who Swallowed a Fly.

Viking, 0670869392. Zany rendition of a popular American folk song, with a cutout for the old lady's ever-expanding stomach.

Taback, Simms. This is the House that Jack Built. Putnam, 0399234888.

Thomas, Shelley Moore. Get Well, Good Knight. Dutton, 2002.

Van Laan, Nancy. Shingebiss: An Ojibwe Legend. Houghton Mifflin, 0395827450.

A resourceful duck must find a way to survive the fierce winter of the Great Lakes region

Volkstein, Diane. White Wave: A Chinese Tale. Harcourt Brace, 01520022936.

The Moon Goddess brings good fortune to a poor farmer until he overreaches.

Whatley, Bruce. *Wait! No Paint!* HarperCollins, 2001. 0 060282703

Wiesner, David. *The Three Pigs*. Clarion, 0618007016.

A postmodern romp that is visually inventive in a picture book puzzle

Yep, Laurence. *The Khan's Daughter: A Mongolian Folktale*. Scholastic, 0590483897.

A poor peasant must pass three tests before he can marry the Khan's daughter.

## FICTION

Baker, Ed. *The Frog Princess*. Bloomsbury, 2003. 15823-4799-9. When a princess kisses a frog, she finds she has become one. Can she and a prince find out how to become human again?

Cooney, Caroline. *Goddess of Yesterday*. Delacorte, 2002. 0385729456. An appealing new twist on the story of Troy, featuring Anaxandra, a young captive.

DiCamillo, Kate. *The Tale of Despereaux: Being the Story of a Mouse, a Princess, Some Soup, and a Spool of Thread*. Candlewick, 2003. 0763617229. A mouse that likes to read and falls in love with a princess is the star of this suspenseful tale.

Farmer, Nancy. *The Sea of Trolls*. Richard Jackson, 2001. 0689867441. A rousing adventure starring Jack, a budding seer, trolls and Viking raiders.

Ferris, Jean. *Once Upon a Marigold*. Harcourt, 2002 0152167919. A young man leaves the troll who raised him, meets an unhappy princess, and discovers a plot against her and her father.

Kindl, Patricia. *Goose Chase*. Houghton Mifflin, 2002. 0-6180-3377-7. Rather than marry an undesirable royal, an enchanted goose girl endures imprisonment, capture, and other dangers.

Kipling, Rudyard. *Rikki-Tikki-tavi*. William Morrow, 0688143202. Timeless story about a brave mongoose and a cobra.

Knutson, Barbara. *Love and Roast Chicken: A Trickster Tale from the Andes Mountains*. Carorhoda, 1575056577. A clever guinea pig outsmarts the fox and even the farmer.

- Levine, Gail Carson. *Ella Enchanted*. Harper Collins, 0060275103.  
A lively retelling of Cinderella in which Ella's gift of obedience proves to be a double-edged sword.
- McCaffrey, Anne. *Black Horses for the King*. Harcourt Brace, 0152273220.  
A King Arthur story about a young runaway who learns to be a farrier so he can travel with his lord into battle.
- Maguire, Gregory. *Confessions of an Ugly Stepsister*. Regan Books 0060987529.  
What was the fate of Cinderella stepsisters?
- Milne, A. A. *When We Were Very Young and Now We Are Six*. Harper Children's audio, 0060540451. Narrated by Miranda Richardson, this is wryly humorous, sweet but not syrupy, a treasure for the whole family to enjoy.
- Napoli, Donna Jo. *Crazy Jack*. Delacorte. 0385326270. Jack climbs the beanstalk, searched for his father, falls in love and finds the value of real treasure.
- Nolen, Jerdine. *Big Jabe*. Lothrop, 2000. 0688136621. An original tall tale about a giant baby on Plenty Plantation.
- Osborne, Mary Pope. *Kate and the Beanstalk*. Atheneum, 2000. 0689825501.  
Kate is every bit as up to the challenge as Jack, when it comes to giants and beanstalks.
- Prelutsky, Jack. *Monday's Troll*. Greenwillow, 1996. 0688096441. Lighthearted, slightly spooky poems filled with wizards, ogres, trolls, and other enchanted creatures.
- Stanley, Diane. *Rumpelstiltskin's Daughter*. William Morrow, 2002. 068814327X.  
A tongue-in-cheek sequel to the classic tale, the heroine decides to outwit the greedy king all by herself.
- Taback, Simms. *There Was an Old Lady Who Swallowed a Fly*. Viking, 1997. 0670869392. Zany rendition of a popular American folksong, with a cutout for the old lady's ever-expanding stomach.
- Thomas, Shelley Moore. *Get Well, Good Knight*. Dutton, 0525469141.  
The Good Knight attempts to minister to three sick dragons in this fun easy reader.
- Thomas, Shelley Moore. *Good Night, Good Knight*. Dutton, 0525463267.

A brave knight must gallop off to put three small dragons to bed, in this humorous easy reader.

Wright, Randall. Hunchback. Hold, 2004 0-8050-7232-2

Yep, Laurence. The Khan's Daughter: A Mongolian Folktale. Scholastic, 0590483897.

A poor peasant must pass three tests before he can marry the Khan's daughter.

Yolen, Jane. Sword of the Rightful King: A Novel of King Arthur. Harcourt, 0152025278. A fresh retelling full of mystery, intrigue and the quest for power and friendship. Also by Recorded Books, narrated by Steven Crossley. CD 1419301896.

Zelinsky, Paul. Rapunzel. Dutton, 0590483897. Rich Italian style oil painting illuminate the story of the girl with the long golden hair.

## TODDLERS TO KINDERGARTEN

Hague, Kathleen. *Good Night, Fairies*. Illus by Michael Hague. Seastar, 2002, ISBN: 1587171341. A mother tells her sleepy child all about fairies.

Leroe, Ellen. *Princess Fun: Count 10 to 1*. Illus by Hideko Takahashi Little Simon, 2005.

McKay, Hilary. *There's a Dragon Downstairs*. Simon and Schuster, 2005 Illus. By Amanda Harvey. 0689867743. Sophie hears a dragon in the living room and sets out to see for herself.

Minters, Frances. *Princess Fishtail*. Viking, 1992. ISBN: 1587171341. Hilarious rhyming version of "The Little Mermaid" in which Princess Fishtail rescues a handsome surfer and falls in love.

Simmons, Jane. *Dreamtime Fairies*. Little Brown, 2002. Lucy and her stuffed animal friends fly off to find the fairies who will help them fall to sleep.

## AGES 4 – 8

Andersen, Hans Christian. *The Little Mermaid*. Various editions

Auch, Mary Jane. *The Princess And The Pizza*. Holiday House, 2002. ISBN: 0823416836. A fractured fairy tale about Prince Drupert's search for a wife.

Batt, Tanya Robyn. *The Faerie's Gift*. Barefoot, 2003. ISBN: 1841489980. A poor woodcutter saves a fairie's life and is granted once wish, which becomes a burden.

Batt, Tanya Robyn. *The Princess and the White Bear King*. Barefoot, 2004. ISBN: 1841483397. A beautiful princess and a great white bear have a breathtaking adventure.

## POPULAR SERIES FOR ONCE UPON A TIME READERS

Jacques, Brian. REDWALL series. Penguin

McMullan, Kate. DRAGONSLAYERS' ACADEMY series—adventure of young Wiglf, student at the Dragonslayer's Academy. Grosset and Dunlap

Morris, Gerald. SQUIRE'S TALES series. Houghton Mifflin

Pierce, Tamara. SONG OF THE LIONESS QUARTET series. Simon and Schuster

Prior, Natalie. LILY QUENCH series. Puffin

Schieszka, Jon and Lane Smith( illus). THE TIME WARP TRIO. Puffin.

Tebbetts, Christopher. VIKING PRIDE(VIKING SAGA ONE). Puffin.

Contributors to bibliography include Pat Muller (VA), Jane Connor (SC)

## Graphic Novels

Wilde, Oscar. The Fairy Tales Of Oscar Wilde: NBM, 1992.

Vol 1: "The Selfish Giant" and "The Star Child". 1561633755

Vol 2: "The Young King" and "The Remarkable Rocket" 1561630853

Vol. 3. "The Birthday of the Infanta" 1561632147

Vol 4. The Devoted Friend And The Nightingale And The Rose 1561633917

## Resource Materials for Library Staff

Asher, Jane. **Jane Asher's Fancy Dress**. Salem House, 1984. This book is old but has wonderful patterns for royal dress that are relatively easy to make.

**Fabulous Fairy Tales**. High Reach Learning, Inc. 200. 0-88724-586-2

Peterson, Carolyn Sue. **Story Programs: A Source Book of Materials**. 2<sup>nd</sup> ed. Rev and Ed. By Stefani Koorey. Scarecrow. Press, 2000. Flannelboard and other patters, ideas for using puppets, etc. 0-8108-131-7-3

Phelps, Joan. **Book Tales**. Upstart, 2004. 1-932146-02-4. Flannelboard and other patterns; ideas for using puppets, etc.

Ross, Kathy. **The Storytime Craft Book**. Millbrook, 2003. 076131843-7.

Warren, Jean. **Teeny-Tiny Folktales**. Warren Publishing House, 1987. 0-91191912.

This book has fifteen folktales including the flannel board patters to go with each story. Each story is one page long and has a color sheet on the facing page.

# Chapter 3

## PROGRAMS— FAMILY LITERACY



## FAMILY READING FUN @YOUR LIBRARY

Involving the whole family in some summer vacation reading activities is important. Here are some ways to do it.

- Have family programs
  - Read together at the library. Schedule a night for families to come to the library choose a place to sit and read together. Encourage them to go anywhere in the library where it is comfortable for them. Bring them all back to the children's area at the end to enjoy a group activity—songs or games—or for storytelling or other performance.
  - Let several parents take turns reading a story to the group.
- Game Night. Play charades, Pictionary®, Scattagories® or other games.
- Do improvisations of well-known stories or folktales
- Plan a skit night where families sign up ahead of the program
- Develop a questionnaire to see which parents have hobbies or skills they would be willing to share at a program.
- Have a family book club where everyone reads the same folktales, book, or story and meet at the library to discuss it.
- Have a family craft show with a display of craft books for children and adults.
- Have a create-a-story program. Ask parents to bring old magazines. Let them cut words and letters or of the magazines to make a silly note or story.
- Play a family reading bingo game. See next page.



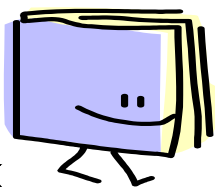
## ART SHOW

Post a sign inviting children to create a picture based on a folk/fairy tale or other book. Set a date for submissions and have children attach a form for children to complete with space for name, age, and the name of the story or book that inspired their art.

## STORY STARTERS

This story starter came from the Children's Book Council website--  
<http://www.cbcbooks.org>. You will find two other story starters on their website.

You can use these in several ways—as activity at a program, as a basis for a children's writing showcase or contest, as a take-home activity. Use your creativity.



### MAKE A BOOK

*Adapted from Crayola.com*

At a program children can make a book that they can take home and use to write a story. Encourage children to bring their books back to let you read their story.

Supplies needed:

- Poster paint (washable)
- Newspaper (to cover work surfaces)
- Meat or produce trays from a grocery store
- Construction paper in a variety of light colors.

Let children choose a color of construction paper and fold the paper in half.

Pour paint in produce trays.

To block print the paper, let children use a plastic knife, popsicle or craft stick to carve out designs from other foam trays. Have them press their designs into the

paint trays. Lay them on newspaper painted side up. Press the journal cover on to the wet designs to print.

If you want to sponge paint instead, cut sponges into pieces of different shapes. Dip the sponge pieces into the paint and press evenly onto the journal cover. Tell them not to press too hard or the paint will spread.

Let the painted cover dry.

In the meantime, have children fold two or three sheets of white paper to make pages for their journal. Encourage them to write and make pictures for a story or poem of their own creation.

When the cover is dry, accent the painted designs with markers.

Have children write a title for their journal. Place the journal pages inside the cover and staple at the fold.

Encourage children to bring their books back to let you read their story.





# One Morning...

A Magic Tree House<sup>®</sup> Adventure

Begun by Mary Pope Osborne and completed

by.....

"I'm cold," said Annie, sitting on the front porch.

"Me, too," said Jack, shivering. "Let's go inside."

"Wait! Look!" said Annie. "Over there!"

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*Reprinted with permission from the Children's Book Council*

# FAMILY READING BINGO



Read a book about an artist	Read a poem.	Design a book cover	Borrow a riddle book and read 10 riddles to a parent	Tell what fairy or folk tale is your favorite
Design a bookmark	Listen to a story on tape or CD	Read a fairy tale	Read a folktale about an animal	Cook something good to eat from a cookbook.
Make a little book using your favorite shape	Visit the library	Tell a Family story	Read a silly story	Draw a comic strip
Tell a story	Make a collage from magazine pictures	Read a book by a favorite author	Read a biography about someone you like	Share your favorite book with someone
Read a book to someone in your family	Watch a video based on a book	Sing a song from a book for the librarian	Read a book about a singer or a dancer	Do a craft project from a book

Do this as a family activity. See if two members of the family can “win” this bingo game.

To get BINGO you need five in a row, but you can also fill the entire card.

When you have reached BINGO, bring your card to the library to enter a drawing for prizes.

## Once Upon a Car Ride – Listening While Driving

Driving time can be family listening time. Here are some recommended titles from Capitol Choices: Noteworthy Books for Children annual lists.

DiCamillo, Kate. *Because of Winn Dixie*. Narrated by Cherry Jones. Listening Library ISBN (cassette) 0807261866.  
Because of Winn Dixie, a stray dog, Opal finds new friends in a new town, and deals with her feelings about her long lost mother.

DiCamillo, Kate. Narrated by Graeme Malcolm  
*The Tale of Despereaux: Being the Story of a Mouse, a Princess, Some Soup, and a Spool of Thread*. Listening Library, ISBN (cassette) 0807219487/ISBN (CD) 080722006X. A dazzling performance that animates the eccentric characters with comical accents and flawless pacing.

Cleary, Beverly. Read by Stockard Channing.  
*Ramona's World*. Listening Library, ISBN (cassette) 0807281735  
Moms and Dads will remember Ramona from their own childhoods—she is just as unique in this distinctive reading.

Colfer, Eoin. Narrated by Nathaneil Parker.  
*Artemis Fowl*. Listening Library, ISBN (cassette) 0807208906/ISBN (CD) 1400085918  
A highly popular adventure fantasy featuring the boy genius and his dubious dealings with the fairy world. (Also, 2 sequels in audio formats: *Artemis Fowl: The Arctic Incident* and *Artemis Fowl: The Eternity Code*.)

Kipling, Rudyard. Narrated by Boris Karloff.  
*The Just-So Stories: and Other Tales*. Harper Audio, ISBN (cassette) 069452476X  
A great introduction to Kipling's blend of playful language and wise stories, first produced on LP, featuring the sinuous voice of Karloff.

Milne, A. A. Narrated by Miranda Richardson. *When We Were Very Young and Now We are Six*. Harper Children's Audio, ISBN (CD) 0060540451.  
British, wryly humorous, sweet but not syrupy—a treasure for the whole family.

Osborne, Mary Pope. Narrated by Scott Snively.  
*American Tall Tales*. Audio Bookshelf, ISBN (cassette) 088333277X.  
Super-sized heroes and heroines are well-served by a lively narration that captures the wild action in this surefire family pleaser.

Rowling, J. K. Narrated by Jim Dale.

Harry Potter and the Order of the Phoenix. Listening Library, ISBN (cassette)

0807220302/ISBN (CD) 0807220310.

A skillful retelling of Harry's fifth year at Hogwarts, featuring the many wonderful voices of Jim Dale. (Dale also narrates the other Harry Potter books)

Snicket, Lemony. Narrated by Tim Curry.

The Bad Beginning (A Series of Unfortunate Events, Book the First) and The Reptile Room (A Series of Unfortunate Events, Book the Second)

Listening Library, ISBN (cassette) 0807261785 and ISBN (cassette) 0807261793.

Glumly funny and pathetic adventures of the ill-fated Beaudelaire children.

Yolen, Jane. Narrated by Steven Crossley. Sword of the Rightful King.

Recorded Books, ISBN (cassette) 1402562616/ISBN (CD) 1419301896.

A richly imagined tale of King Arthur, read with energy and elegance.

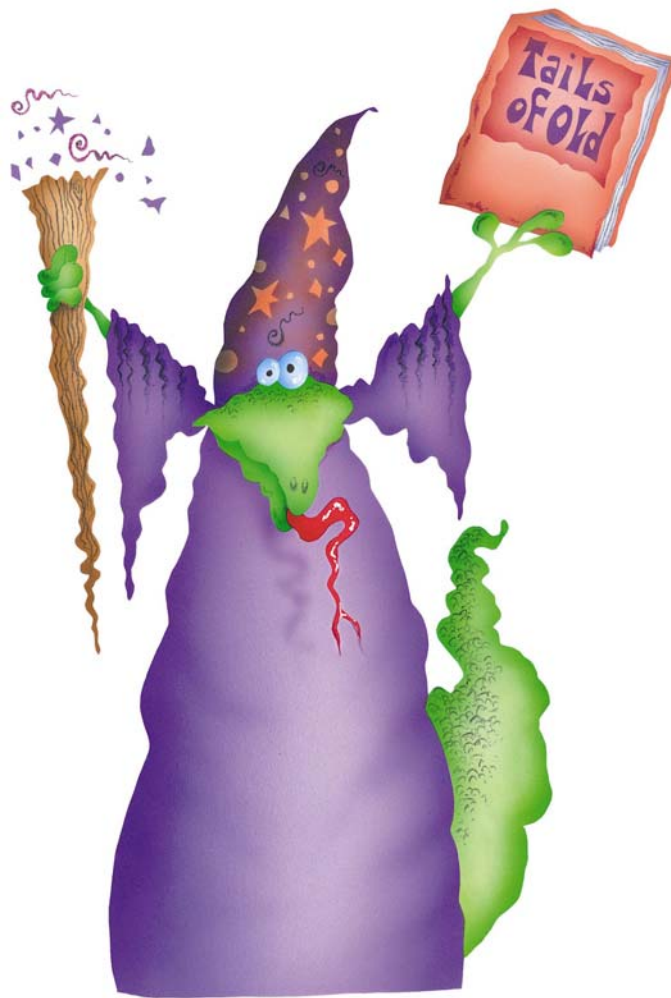
Submitted by Pat Muller, Library of Virginia





# Chapter 4

## PROGRAMS





# PROGRAMMING IDEAS

## **Aesop's Fables: Family Storytime and Take Home Activity**

Use any one of several editions of Aesop's fables for your family. story time. One recommended version is Aesop's Fables, illustrated by Jerry Pinkney (Seastar, 2000. ISBN 1587170000). The pictures are bold and the book is oversize and will work well with a group. There are 61 fables included, so you will have many to choose from. Since they are short, you can read several. Ask for parent volunteers to read. Talk with your families about the lessons that are in the fables. Mention that stories are a great way to teach children about the consequences of their actions and moral behavior.

**Activity:** Have lots of 1" paper squares available in several colors (or provide scissors and let people cut their own), construction paper, markers, and glue sticks. Explain that mosaics were an art form used by the Ancient Greeks in the time of Aesop. Families can make their own mosaic picture of a fox and grapes or other fable.

**For refreshments,** serve grapes, cheese, and other foods that are featured in the fables. Use fruit drink instead of wine. [Librarian only: Go home and have wine.]

### **Take Home:**

Give each family a large sheet of white or beige construction paper. Write down several short fables on a handout to take home.

### **Instructions:**

Fold your construction paper into eight squares and unfold it. Using the squares as story panels, write and illustrate a fable with your child. It can be one that you heard at the library, or an original one. Read your fable to your child, then have your child read or tell it to you. If you like you may bring it back to the library so it can be displayed and shared.

Contributed by Pat Muller, Library of Virginia

## **Folk Tales with Activities**

### **Folk Tale Shadow Stories** (school-aged)

This can be used in a library story time or as a take-home activity for parent and child.

Decide on a favorite folktale that you wish to use. Have the children/your child draw outlines of the main characters on dark colored construction paper. Cut them out and tape or glue them to popsicle sticks, or straws, or pencils. As you tell the story, have the children/your child move the shadow puppets in front of a light source so that the shadows project onto a wall. Encourage the children/your child to re-tell the story as you move the puppets.

### **Goldilocks and the Three Sizes of Bears** (preschool)

A good take home activity after a library folk tale program.

Instructions:

Gather together small, medium, and large objects such as, spoons, bowls, placemats, cups, shoes and so forth. Tell your child the story of Goldilocks and the Three Bears. After you have finished, look at each of the objects. Ask your child to tell which bear would have which object. Which one is too big, which one is too small, which one is just right for which bear? Reinforce the concepts of size and small, medium, and large. If you like you can sort the objects by size.

### **Mixed Up Little Red Riding Hood** (school-aged)

Read the story of Little Red Riding Hood and another version such as Lon Po Po or Flossie and the Fox. Talk about which elements are the same and which are different. Make a chart so the children can see the differences. Make a mixed up version with elements from both stories. Act out your new version of the story.

Contributed by Pat Muller, Library of Virginia

## Legends of Africa

Reprinted from the 1995 Virginia summer reading handbook

### African Stories

*Moja Means One: Swahili Counting Book* by M. Feelings  
*Dr. Desoto Goes To Africa* by W. Steig  
*Mufaro's Beautiful Daughters: An African Tale* by J. Steptoe  
*Why Mosquitos Buzz In People's Ears* by V. Aardema  
*Bringing the Rain to Kapiti Plain* by V. Aardema  
*The Village of Round and Square Houses* by A. Grifalconi  
*Shadow* by M. Brown  
*Abiyoyo* by P. Seeger

### Story Time

#### African Beat

In old Africa, people used drums to tell a story. Drums provided a dynamic that drew listeners in to the story and invited their participation. The stories often contained recurring phrases, chantable refrains, and songs. The African tales sometimes incorporated onomatopoeic sounds that described the behavior of some of the animals. One such tale is the enchanting *Traveling to Tondo: A Tale of Nkundo of Zaire* retold by Verna Aardema and illustrated by Will Hillenbrand (Knopf, 1991). The earthy tones and stylized pictures of this book perfectly complement a refreshingly funny tale. When Bowane the cat decides to marry a pretty feline from a neighboring village, he returns home to get his attendants. On the way back to Tondo, the cat indulges the whims of his friends and ends up missing his wedding – by years! This is a great tale for audience participation.

Emphasize the repetition of the phrase “the four of them traveling to Tondo.” Encourage the children to beat out the syllables as if they were playing drums. Have fun with the guttural noises that each of the animals makes when it moves.

Children can chant the sounds. You may even like to emphasize these sounds with handmade instruments. Tap on an oatmeal box drum for the cat walking. Clap cymbals made from two plastic disposable plates for the bird flapping. Keep the beat going with some of these rhythmic African tales:

*Dr. De Soto Goes to Africa* by William Steig

*Flannel Board Story: Leopard's Drum* by Elizabeth McKinnon  
*Bring the Rain to Kapiti Plain* by Verna Aardema  
*Shadow* by Marcia Brown (Book or Video)

**For younger children, consider:**

*Abiyoyo* by Pete Seeger  
*Mojo Means One* by Muriel Feelings  
Craft: Stick Puppet Animals (designs included in handouts)

### Fortunes: African Magic

Everyone likes to escape to a magical world at one time or another. Like many folktales told around the world, African folktales possess a magical quality. Most often these tales contain a wry and sophisticated sense of humor. Experience the captivating wit and wisdom of Africa with these magical legends.

*Fortune Teller* by Lloyd Alexander  
*Mufaro's Beautiful Daughters* by John Steptoe  
*Why Mosquito's Buzz In People's Ears* by Verna Aardema  
*Shadow* by Marcia Brown (Book or Video)

### **Foods**

#### Uganda – Cooked Bananas

Ingredients: 1 Firm Banana  
1 Cup Milk  
Sugar to Taste

Directions:

1. Cook the bananas, skin and all, in boiling water for 20 minutes.
2. Lift the bananas out on a dish, and when they are slightly cool, remove the skins.
3. Cut the bananas into small pieces and pour milk over them.
4. Sprinkle with sugar if you wish.

#### Yam or Sweet Potato Stew

Ingredients: 1 lbs. Sweet Potatoes or Yams  
¼ Cup Brown Sugar  
1 Tbsp. Flour

1 Tsp. Salt  
4 Tbsp. Butter  
2 Sticks Cinnamon  
½ Cup Water

Directions:

1. Peel sweet potatoes or yams and slice in ½ inch rounds.
2. In a bowl, mix brown sugar, flour, and salt.
3. In 4 quart saucepan, place 1/3 of sliced sweet potatoes or yams and sprinkle with 2/3 cup of sugar mixture.
4. Dot with 2 tbsp. of butter.
5. Stick cinnamon sticks into potatoes, pour in water.
6. Bring to a boil, cover, and lower heat to low. Simmer 45 minutes.
7. Place potatoes in bowl and pour liquid over them. Serve warm.  
Serves 6.

## Crafts

### Ceremonial Shield

Materials: Cardboard  
Scissors  
Tempera Paints  
Glue

Directions:

1. Cut cardboard into a football shape about 12 in. by 24 in.
2. Cover with bright, tempera paint designs.
3. To make the handle, cut a 1 ½ in. by 11 in. strip of cardboard.
4. Fold each end in one inch, then back one inch, accordion style.
5. Glue, tape or staple to shield.

### A Storyteller's Hat

Materials: African Folktale Character Patters (included)  
9 in. by 12 in. Sheets of Construction Paper  
Scissors  
Crayons or Markers  
Glue  
Tape



Directions:

1. Tape two sheets of construction paper together lengthwise and decorate with crayons or markers.
2. Adjust the size to fit around the head and tape to secure.
3. Color, cut out, and glue the storyteller patterns on the hat.

### Magic Wand

See *Wand Craft*.

### Make A Fortune Teller

Materials: 9 in. Square Sheet of Paper  
Pen or Pencil

Directions:

1. Take a 9 in. square sheet of paper and turn it into a smaller square by folding each corner in to the center.
2. Turn it over and fold each of the corners in to the center again.
3. Fold the square in half, crease, and open. Fold it the other way, crease, and open.
4. On each triangle, write a number from 1 to 8.
5. Lift each triangle and write a fortune on each half.
6. Turn over and write the name of a color on each square.

Play: Slip thumb and index finger under the squares with the colors' names. Ask a player to choose a number. Open and close the fortune teller that number of times. Ask the player to choose a color. Spell out the color, opening and closing the fortune teller with each letter. Ask the player to pick another number. Lift the flap and read the fortune.

## Games

### Mankala

Materials: 40 Playing Pieces (Buttons or Dried Beans)  
2 Paper Cups  
Cardboard Egg Carton

Preparation: Remove and discard the top of the carton. In each of the 12 holes of the bottom section, place two to five playing pieces. Use all the pieces.

Game: Take all the pieces from your starting hole and drop one piece at a time into each successive hole to the right. After you drop the last piece, look to see

how many pieces remain in the last hole. If it contains two or four, you win all the pieces from the *opposite* hole. Put them in his or her paper cup, and start around the board again with the pieces found in the hole where you stopped. You don't lose your turn until you drop your last piece in an empty hole. Your opponent follows the same steps. Begin each turn from your starting hole, and play until so few pieces are left that no one can win. The one with the most pieces in his or her cup wins.

## Programs

*Day of Feast:* Read *Shadow* and play Mankala. Share cooked bananas.

*Fortune Telling:* Read *Fortuneteller* and then give everyone a chance to be a fortuneteller by role playing. Make fortuneteller craft and let the children practice by telling each others' fortunes. Extend program by making a fortuneteller's hat.

*Warriors' Night:* Create Masai warrior shields and make and/or serve Sweet Potatoe Stew. You could compare these shields with those of the European knights. (Use "Arms and Armor" poster which you can obtain from your region.

## Outside Programs

Kim and Jimbo Cary: African drums (*see Performer's Directory*).

Donna Graham – Dacosta and Mohamed Dacosta (*see Performer's Directory*).

Barter Theatre's First Light Theater: *Wiley and the Hairy Man* (*see Performer's Directory*).

## Sources and Resources

Handouts: *African Stick Puppets*

# Leopard's Drum: An African Folktale

Adapted by Elizabeth McKinnon

Long ago, Leopard had a drum that was so big and grand, its sound could be heard all over the jungle.

BOOM, BOOM, BOOM! BOOM, BOOM, BOOM!

One day the Ruler of the Sky wanted to borrow Leopard's drum. He called all the other animals together and asked, "Who will go and get Leopard's drum for me?"

"I will!" said Elephant.

"I will!" said Tiger.

"I will!" said Zebra.

"I will!" said Crocodile.

One by one, the animals went off to Leopard's home. But when they saw Leopard's sharp teeth and claws, they were afraid. They ran back to the Ruler of the Sky. "Leopard is much too fierce for us," they said. "We couldn't get the drum."

Then turtle stepped forward. "I will go and get the drum," she said.

All the other animals laughed. In those days, Turtle had no shell. She was so weak and small she couldn't possibly get the drum from a creature as fierce as Leopard.

But Turtle had a plan. When she got to Leopard's home, she called, "Oh, Mr. Leopard, have you heard the news? The Ruler of the Sky has a big, new drum. Everyone says it's much bigger and grander than yours!"

Leopard was so surprised to hear this, he forgot to be fierce.

“Nonsense!” he said. “No drum could be bigger or grander than mine!”

“They say that the Ruler of the Sky’s drum is so big, he can hide inside it,” said Turtle. “Your drum doesn’t look that big.”

“Oh, yes it is,” said Leopard. “Just watch.” And with that, he crawled inside the drum, pulling his long tail in behind him.

That was what Turtle had been waiting for. She stuck a big iron pot in the end of the drum so Leopard could not get out. Then she tied a rope around the drum and pulled it back to where the Ruler of the Sky and the other animals were waiting.

Inside the drum, Leopard began pounding and kicking.

BOOM, BOOM, BOOM! BOOM, BOOM, BOOM!

“Let me out!” cried Leopard. “If you do, the Ruler of the Sky can have my drum. And I promise to go away without hurting anyone.”

So Turtle let Leopard out of the drum, and Leopard ran off into the jungle.

The Ruler of the Sky was so happy to have Leopard’s drum that he offered to give Turtle anything she wanted.

Turtle looked at all the other animals. They all had ways to protect themselves, but she had nothing. “What I’d like most of all is a hard shell,” she said.

So the Ruler of the Sky put a shell on Turtle’s back, and to this very day she is wearing it.

Inside the drum, Leopard began pounding and kicking.

BOOM, BOOM, BOOM! BOOM, BOOM, BOOM!

“Let me out!” cried Leopard. “If you do, the Ruler of the Sky can have my drum. And I promise to go away without hurting anyone.”

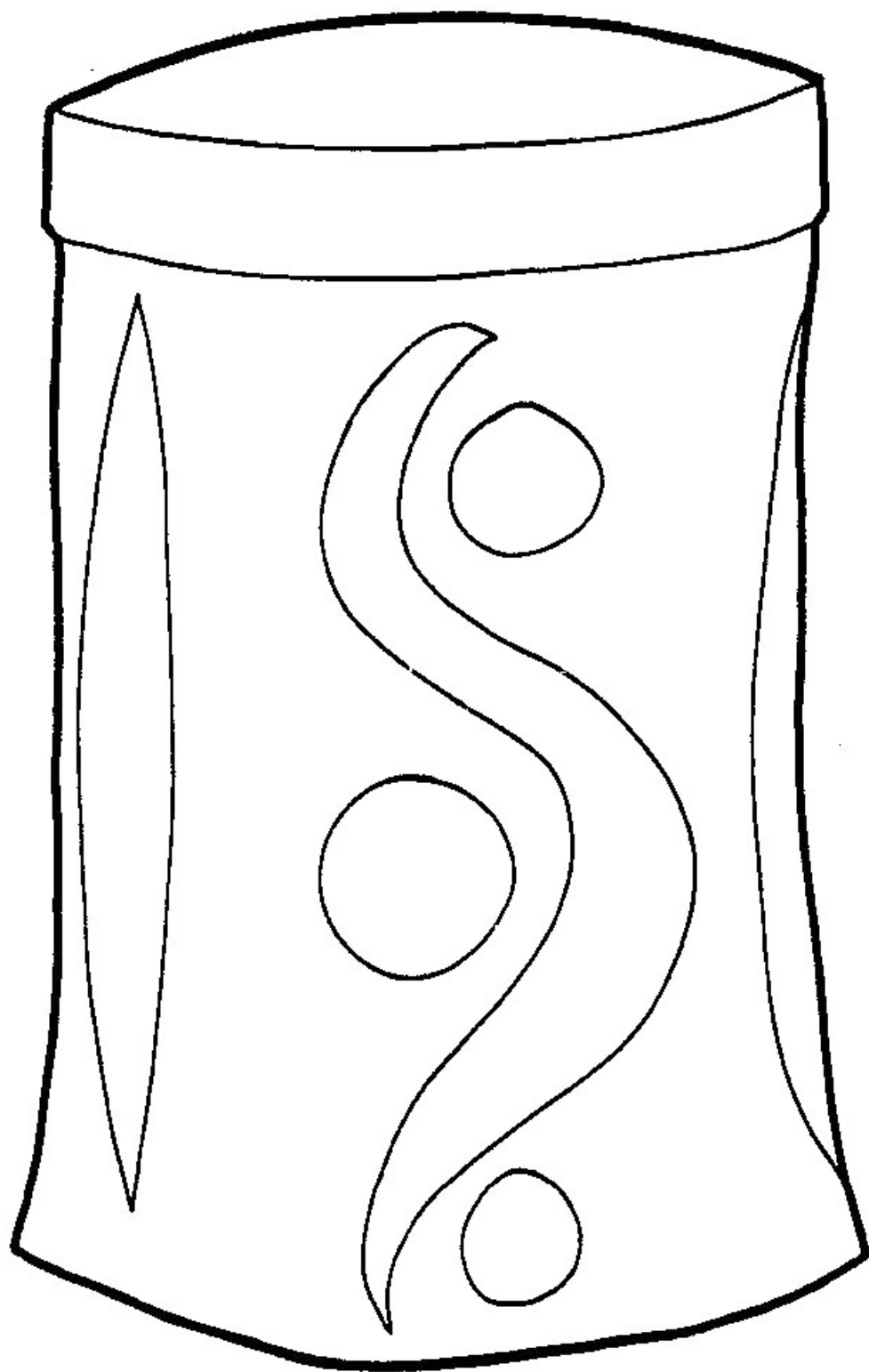
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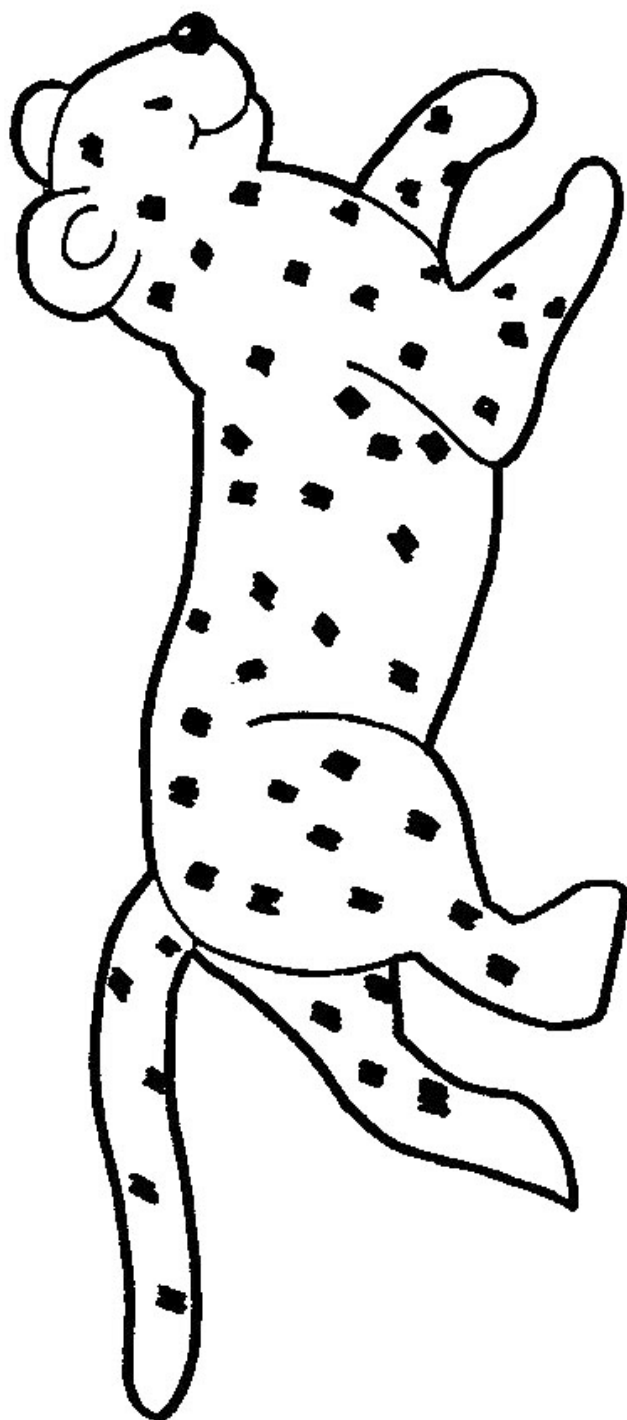
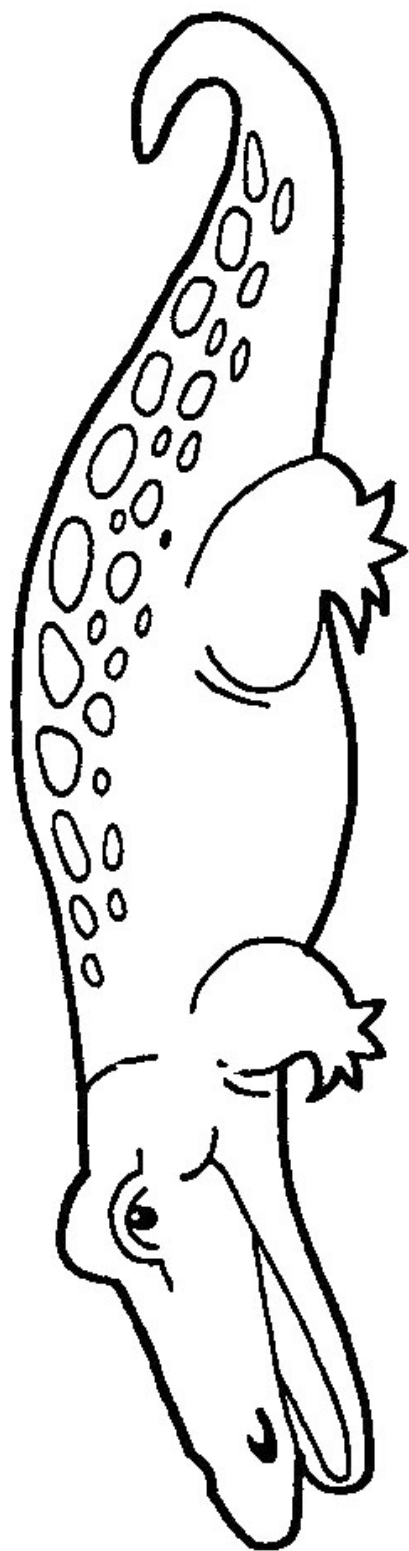
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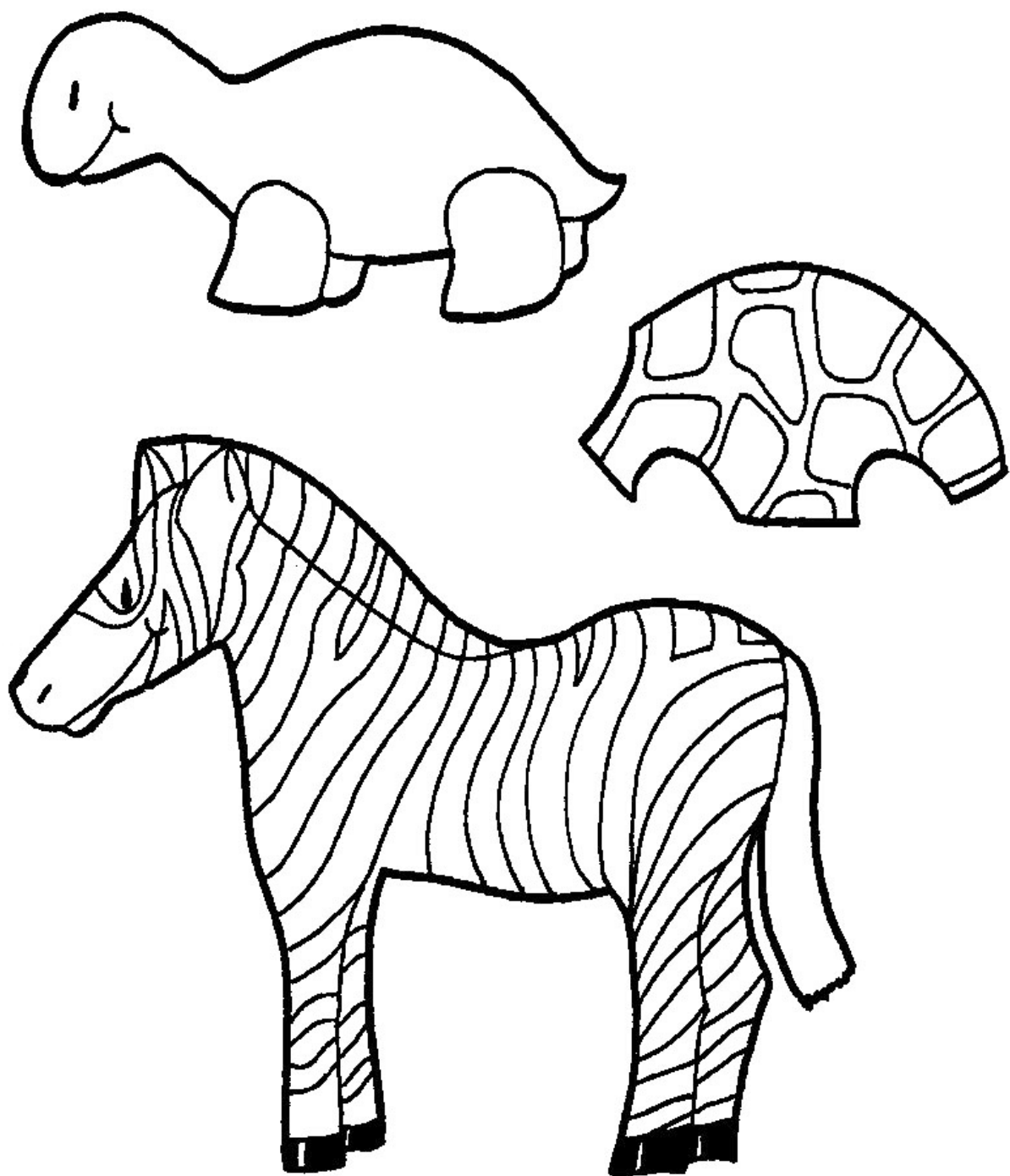
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## Leopard's Drum Patterns











## MYTHICAL CREATURES



### *Program Resources: Books, Songs, Fingerplays to Use in Programming*

#### **Once Upon a Time – Mythical Creatures – Picture Books/Easy Readers**

Balian, Lorna. *The Sweet Touch*. Humbug Books, 1994. ISBN: 1881772268  
A genie who is only a beginner doesn't know how to put a stop to the one wish he can grant.

Bass, Jules. *Herb, the Vegetarian Dragon*. Barefoot Books, 1999. ISBN: 1902283368  
The knights of Castle Dark decide that the time has come to rid their land of man-eating dragons.

Batt, Tanya Robyn. *The Faerie's Gift*. Barefoot Books, 2003. ISBN: 1841489980  
A fairy grants a woodcutter one wish, but what to wish for becomes a burden as he considers the wishes of his wife and elderly parents.

Blair, Eric. *The Shoemaker and His Elves*. Picture Window Books, 2004. ISBN: 1404803149  
A retelling of the Grimm's fairy tale.

Brett, Jan. *Hedgie's Surprise*. G.P. Putnam, 2000. ISBN: 0399234772  
Hedgie, the hedgehog, helps Henny, the speckled hen, trick the Tomten who has been eating all of Henny's eggs.

Buller, Jon. *No Tooth, No Quarter!* Random House, 1990. ISBN: 0394949560  
An unlucky fairy who fears punishment for not finding any good teeth, takes a boy down into the underground kingdom of the tooth fairies so he can explain that his tooth fell out but he mislaid it.

De Paola, Tomie. *Fin M'Coul: The Giant of Knockmany Hill*. Holiday House, 1981. ISBN: 082340384X  
Fin M'Coul's wife, Oonagh, helps him outwit his archrival, Culcullin.

Dunrea, Olivier. *The Trow-Wife's Treasure*. Farrar, Straus & Giroux, 1998. ISBN: 0374377928  
On a mythical island a kind-hearted farmer goes to great lengths to help a mother troll find her missing "bairn."

Farber, Erica. *Kiss of the Mermaid*. Random House, 1996. ISBN: 0679973818

When Pooka turns all the merpeople into stone, Thistle hopes to secure their release by winning a chess game against the evil sea witch.

Farmer, Nancy. Runnery Granary. Greenwillow Books, 1996. ISBN: 0688141889  
Something is eating the grain stored in Mr. Runnery's granary, and only Granny Runnery can identify the culprits.

Hague, Kathleen. Good Night, Fairies. SeaStar Books, 2002. ISBN: 1587171341  
At bedtime, mother tells her curious child about the things that fairies do, like hang the stars in the evening sky and care for the toys that children have lost.

Himler, Ronald. The Girl on the Yellow Giraffe. Star Bright Books, 2004. ISBN: 1932065938  
While riding her toy giraffe from her apartment to a city park and back, a girl's fantasies transport her to a land of giants, dragons, and magicians.

Johnson, Paul Brett. Little Bunny Foo Foo: Told and Sung by the Good Fairy. Scholastic, 2004. ISBN: 0439373018  
The good fairy tells of her efforts to make the naughty bunny behave and what happens when these efforts fail.

LaRochelle, David. Best Pet of All. Dutton Children's Books, 2004. ISBN: 0525471294  
A boy enlists the help of a dragon to persuade his mother to let him have a dog as a pet.

Lowell, Susan. The Bootmaker and the Elves. Orchard Books, 1997. ISBN: 0531330443  
A retelling, set in the Old West, of the traditional story about two elves who help a poor bootmaker and his wife.

Milord, Susan. Willa the Wonderful. Houghton Mifflin, 2003. ISBN: 0618275223  
When Willa announces her career goal to be a fairy princess her family and friends are skeptical, until the day she makes a real-life rescue.

Minters, Frances. Princess Fishtail. Viking, 2002. ISBN: 0670035297  
After rescuing a handsome surfer, the Mer-King's daughter decides to trade her tail to a frightening troll in exchange for legs.

Mitchell, Adrian. Nobody Rides the Unicorn. A.A. Levine Books, 2000. ISBN: 0439112044  
Having been used by the King to trick a unicorn into imprisonment, Zoe decides to set him free again.

Nash, Ogden. Custard the Dragon and the Wicked Knight. Little Brown, 1996. ISBN: 0316598828  
Custard the cowardly dragon saves the fair maiden Belinda from the wicked Sir Gargoyle.

Nolan, Lucy. A Fairy in a Dairy. Marshall Cavendish, 2003. ISBN: 0761451307  
When a small town acquires a fairy godmother, magical things involving dairy products start to occur.

Peet, Bill. How Droofus the Dragon Lost His Head. Houghton Mifflin, 1999. ISBN: 080853078X  
Although he comes from a fierce family, Droofus is a good dragon undeserving of the price the king puts on his head.

Roberts, Bethany. May Belle and the Ogre. Dutton Children's Books, 2003. ISBN: 0525468552  
May Belle meets an ogre who wants to steal her pretty possessions. She is scared at first but then she figures out just what to do with him, and that is make a new friendship.

Robertson, M. P. The Egg. Phyllis Fogelman Books, 2001. ISBN: 0803725469  
George hatches a dragon from a strange egg that he finds and then faces the challenge of raising him properly.

Robertson, M. P. The Great Dragon Rescue. Dial Books, 2004. ISBN: 0803729731  
George and his old friend the dragon try to rescue a baby dragon from a witch.

Seeger, Pete. Abiyoyo. Simon and Schuster, 2001. ISBN: 0689846932  
A South African folktale about a boy and his father who, after being banished from town for making mischief, are welcomed back when they find a way to make the dreaded giant, Abiyoyo, disappear.

Shannon, David. Alice the Fairy. Blue Sky Press, 2004. ISBN: 0439490251  
Alice, who claims to be a temporary fairy, still has a lot to learn, such as how to make her clothes put themselves away in the closet.

Stanley, Diane. The Giant and the Beanstalk. HarperCollins, 2004. ISBN: 0060000112  
A young giant chases Jack down the beanstalk to rescue his beloved hen and meets other Jacks from various nursery rhymes along the way.

Tamar, Erika. Donnatalee. Harcourt Brace, 1998. ISBN: 015200386X  
Kate, a girl living in New York City, takes the subway to the beach, where she imagines being a mermaid, swimming with the fishes, and becoming queen of the sea.

Ward, Helen. *The Dragon Machine*. Dutton Children's Books, 2003. ISBN: 0525471146

George sees dragons everywhere, but since he is the only one that sees them trouble begins. He must lead the dragons back to the great wilderness where they belong and then find his way home again.

Willard, Nancy. *Shadow Story*. Harcourt Brace, 1999. ISBN: 0152016384

The clever, orphaned Holly Go Lolly lures the evil parent-eating ogre Ooboo into the make-believe forest she has created with hand shadows.

Yolen, Jane. *Where Have the Unicorns Gone?* Simon and Schuster, 2000. ISBN: 0689824653

The unicorns flee from the noise, violence, and destruction of civilization and find refuge in the sea.

## Once Upon a Time – Mythical Creatures – Fiction

Anderson, Hans Christian. *The Little Mermaid*. Minedition/Penguin Young Readers Group, 2004. ISBN: 0698400011

A little sea princess, longing to be human, trades her mermaid's tail for legs, hoping to win the love of a prince and earn an immortal soul for herself.

Beagle, Peter S. *The Unicorn Sonata*. Turner Pub., 1996. ISBN: 1570362882

A thirteen-year-old girl follows haunting music across an invisible border into an enchanted land that is inhabited by satyrs, unicorns, and phoenixes.

Beckhorn, Susan Williams. *The Kingfisher's Gift*. Philomel Books, 2002. ISBN: 0399237127

After the sudden death of her beloved father, Franny spends the summer with her unique paternal grandmother where she continues to care for the fairies her father knew as a boy.

Carter, Angela. *Sea-Cat and Dragon King*. Bloomsbury Children's Books, 2002. ISBN: 1582347689

The underwater cat, Sea-Cat, experiences a conflict with the Dragon king when they quarrel over who will own the beautiful catsuit made by the Sea-Cat's mother.

Chabon, Michael. *Summerland*. Miramax Books, 2002. ISBN: 0786808772

The worst baseball player in the history of the game finds himself recruited by a 100-year-old scout to help a band of fairies triumph over an ancient enemy.

Colfer, Eoin. *Artemis Fowl*. Miramax Books, 2003. ISBN: 0786817879

When a twelve-year-old evil genius tries to restore his family fortune by capturing a fairy and demanding a ransom in gold, the fairies fight back with magic, technology, and a particularly nasty troll.

Coville, Bruce. *Jeremy Thatcher, Dragon Hatcher*. Harcourt, 2002. ISBN: 0152046143

Twelve-year-old Jeremy Thatcher unknowingly buys a dragon's egg.

DiTerlizzi, Tony. *The Field Guide*. Simon and Schuster, 2003. ISBN: 0689859368

Children discover a field guide to fairies and other creatures and begin to have some unusual experiences.

Dyer, Heather. *The Fish in Room 11*. Chicken House, 2004. ISBN: 0439579759

Toby lives in a hotel by the sea. When his friendship with a mermaid and her parents arouses suspicion, he tries to disguise the mermaids as hotel guests.

Hoffman, Alice. *Aquamarine*. Scholastic, 2001. ISBN: 0439098637

A love-struck mermaid supplies adventure and insights to two girls, life-long friends who are spending their last summer together before one of them moves away.

Kessler, Liz. *The Tail of Emily Windsnap*. Candlewick Press, 2004. ISBN: 0763624837

After finally convincing her mother that she should take swimming lessons, Emily discovers a terrible and wonderful secret about herself that opens up a whole new world.

Langrish, Katherine. *Troll Fell*. HarperCollins, 2004. ISBN: 0060583053

Forced to live with his evil identical-twin uncles, a young boy tries to find a way to stop their plan to sell the neighbor's children to the trolls.

McLerran, Alice. *Dragonfly*. Absey, 2000. ISBN: 1888842156

After finding a mysterious egg, three children join their family and friends in a conspiracy to keep the growing creature a secret from the outside world.

Meacham, Margaret. *A Mid-Semester Night's Dream*. Holiday House, 2004. ISBN: 0823418154

Chaos results when a young girl gets help in casting a love spell on a boy at school from a fairy-god-mother-in-training.

Seabrooke, Brenda. *The Care and Feeding of Dragons*. Cobblehill Books, 1998. ISBN: 0525652523

A boy tries to protect his pet dragon from dragonnappers while trying to adjust to his new fourth-grade teacher.

Sunami, Kitoba. *How the Fisherman Tricked the Genie*. Atheneum, 2002. ISBN: 0689833997

After releasing a captured genie from a bottle, a poor fisherman must rely on his wits when instead of wishes, the genie promises revenge.

Welch, Sheila Kelly. *The Shadowed Unicorn*. Front Street/Cricket Books, 2000. ISBN: 0812628950

After moving to an isolated old farm in the county, twelve-year-old twins find themselves pulled into their sister's obsession with capturing a unicorn.

Wilson, Gina. *Ignis*. Candlewick Press, 2001. ISBN: 0763616230

Though he is admired by others, a young dragon does not feel complete because he cannot breathe fire.

Yolen, Jane. *Boots and the Seven Leaguers*. Magic Carpet Books, 2003. ISBN: 015202557X

Teen troll Gog and his best friend work as roadies for a troll rock and roll band until Gog's younger brother gets kidnapped.

Zinnen, Linda. *The Dragons of Spratt, Ohio*. HarperCollins, 2004. ISBN: 0060000228

A young, budding animal behaviorist and his best friend's sister become unlikely allies in an attempt to protect a pack of dragons from an unscrupulous cosmetics researcher.

## Once Upon a Time – Mythical Creatures Songs

### I Have a Loose Tooth Chant

(Author Unknown)

I had a loose tooth  
A wiggly, jiggly loose tooth  
I had a loose tooth  
A-hanging by a thread.

I pulled my loose tooth  
My wiggly, jiggly loose tooth  
Put it 'neath my pillow.  
And then I went off to bed.

The fairy took my loose tooth  
My wiggly, jiggly loose tooth  
And now I have a quarter  
And a hole in my head.

### The Leprechaun Song

(Author Unknown)

Sung to: "If You're Happy"

I saw a leprechaun all dressed in green,  
It was the only leprechaun I've ever seen.  
He has a pixie turned up nose  
And pixie turned up toes,  
Oh, I saw a leprechaun all dressed in green.

He was only about as big as my thumb.  
He was only about as big as my thumb.  
His beard was long & white  
I marveled at his height.  
He was only about as big as my thumb.

He had buried secret, hidden treasure,  
He had buried, secret, hidden treasure.  
I couldn't believe my eyes  
You can imagine my surprise,  
He had buried, secret, hidden treasure.



**I'm a Little Leprechaun**  
(Author Unknown)  
Sung to: "I'm a Little Teapot"

I'm a little leprechaun  
Dressed in green,  
The tiniest man  
That you ever seen.  
If you ever catch me, it is told,  
I'll give you my pot of gold!

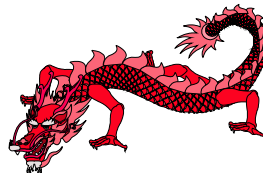
**The Lion and the Unicorn**  
(Author Unknown)  
Clap hands in rhythm to the beat

The lion and the unicorn  
Were fighting for the crown;  
The lion beat the unicorn  
All round about the town.  
Some gave them white bread,  
And some gave them brown;  
And some gave them plum cake  
And drummed them out of town.

### Mythical Creatures--Fingerplays

#### Dragons

Dragons  
A knight's foe.  
They walk (*stomp feet*)  
They swim (*pretend to swim*)  
They fly, you know. (*flap arms*)  
Some are big, (*hold hand high*)  
Some are small. (*hold hand low*)  
Some are gigantic— (*stretch arms out wide*)  
V-e-r-y tall! (*stretch arms up high*)



#### Fee, Fi, Foe, Fum

Fee, fie, foe, fum (*extend each finger in turn*)  
See my fingers? (*wiggle fingers*)  
See my thumb? (*wiggle thumb*)

Fee, fie, foe, fum      *(fold down one finger at a time)*  
Fingers gone,          *(hide fingers in hand)*  
So is thumb.          *(hide thumb)*

### **Suppose**

Do you suppose a giant  
Who is tall, tall, tall,  
            *(reach toward ceiling and stand on toes)*  
Could ever be a brownie  
Who is small, small, small?  
            *(crouch down on floor)*  
But the brownie who is tiny  
Will try, try, try  
To reach up to the giant  
Who is high, high, high.  
            *(reach toward ceiling)*

### **One is a Giant**

One is a giant who stomps his feet,  
            *(stomp like a giant)*  
Two is a fairy so light and neat,  
            *(twirl on tiptoe like a fairy)*  
Three is a mouse who crouches small,  
            *(crouch down on the floor)*  
And four is a great big bouncing ball.  
            *(jump up and bounce, arms swinging)*

### **There's a Little Elf**

There's a little elf that's sitting on my nose.  
            *(point to nose)*  
He is sitting on my nose,  
Then off away he goes.  
            *(flutter fingers away)*  
Now there's no little elf on my nose

There's a little elf that's sitting on my knee.  
            *(point to knee)*  
He is sitting on my knee,  
Just watch and he will flee,  
            *(flutter fingers away)*  
Now there's no little elf on my knee.

There's a little elf that's sitting on my head.  
            *(point to head)*

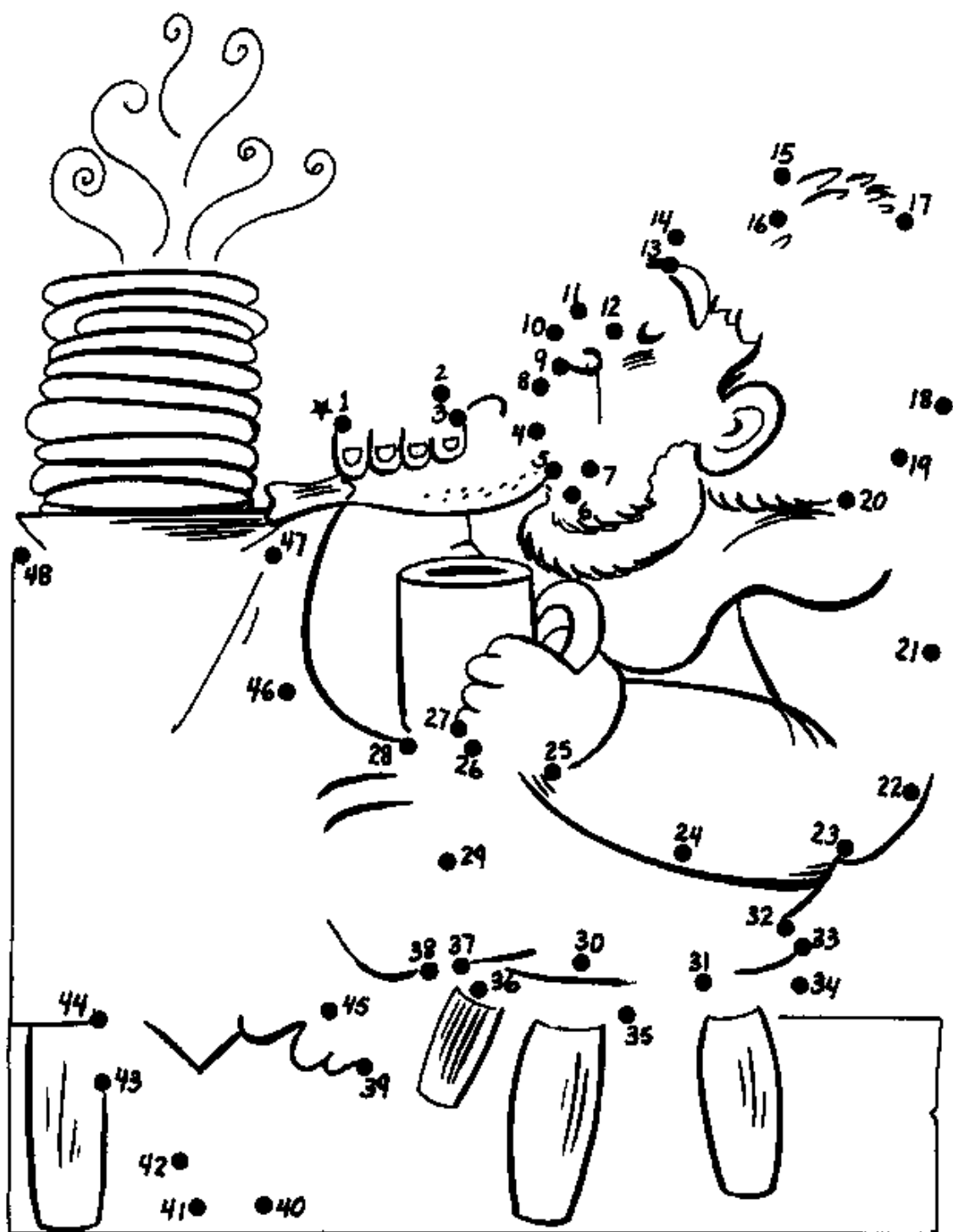
He is sitting on my head,  
Then away he goes to bed.  
*(flutter fingers away)*  
Now there's no little elf on my head.



### Five Little Leprechauns

Five little leprechauns were dancing on the shore.  
The king waved a magic wand, and then there were four.  
*(hold up 4 fingers)*  
Four little leprechauns were dancing merrily.  
The king waved a magic wand, and then there were three.  
*(hold up 3 fingers)*  
Three little leprechauns danced a jig as then can do.  
The king waved a magic wand, and then there were two.  
*(hold up 2 fingers)*  
Two little leprechauns were dancing on the run.  
The king waved a magic wand, and then there was one.  
*(hold up 1 finger)*  
One little leprechaun was lonely as could be.  
The king called the leprechauns and gave them cakes and tea.  
*(pretend to sip from a cup)*

Use Mythical Creatures Word Scramble in Activity Sheet section as activity or take home handout.



TeAch-nology, Inc. Make Word Scramble Worksheets FREE at: <http://teach-nology.com>

How Many WORDS Can You Make From the Following Name:

Name \_\_\_\_\_

Date \_\_\_\_\_

*MYTHICAL CREATURES*

Find each of the following words.

--

MERMAID

UNICORN

TROLL

OGRE

GENIE

WEREWOLF

SANDMAN

CYCLOPS

ELF

GNOME

PIXIE

DRAGON

A D E C E Y E U E R O C A L M O M X E R N C P  
E N L N R D P I G S E G R G N O M E P D E Y M  
L R C C M N M D E E G E N R E T I D F D D N P  
M E R R E O L R G R G R W T O N P F L E L L G  
G O F L R I M A E G Y E O L E E A L M E A E G  
E W L M M D P O N F O I I G L D O G R E E O I  
R I O C A S D M F O C N T X A R R A R F M X L  
W M W S I E M N A L G R L A I S C A C E E E C  
E O E O D A E O D O O Y E G E P A Y G L C L I  
T R R E C Y D E C L I M E N E L C E A O O C O  
R I E R I O E X L I O O O R G L E E G O N D S  
D T W W O I P D M O C R N I O R E G N E N Y I  
R A G N A C N R O C I N U P S R E T X L G R L  
L G N N R N X R E W N C S F O S A N D M A N R  
W I E L M E O X O W M R W T D I S E G G N U E  
E I R C I O R O F R O W R C G L L Y D W I D T

## Answer Key

UNICORN

SANDMAN

# DRAGON

G N O M E  
 M I  
 E N F L E  
 F R E E  
 L M I G D O G R E  
 O A T X R  
 W I R I A C  
 E D O P Y G  
 R L C O  
 E L L N  
 W O  
 N R O C I N U P  
 S S A N D M A N

Diane Buckley  
Virginia Beach Central Library - Virginia

## AT HOME IN THE CASTLE

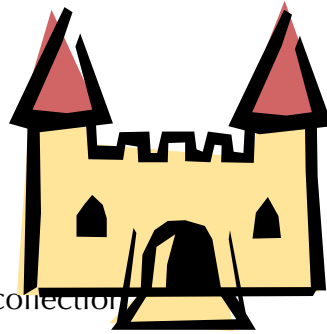
All ages

Some Suggested Books:

*Puss in Boots*

*A Medieval Castle*

**Medieval Castles**



Discuss how castles were made using books in your collection.

Read or tell *Puss 'N Boots* or another story with a castle setting.

Build your own library castle out of paper blocks on a available wall in the library or meeting room.

- Provide color paper “blocks” in assorted sizes. Children may want to decorate them.
- Each child can help “build” the castle by putting “blocks in rows on the wall with double-backed tape (You may want to hang display paper as a background and to avoid any paint coming off the wall when the display is removed).
- Let children make turrets, drawbridges, etc to add to the castle.

This can become a room decoration for the reading program.

## Fractured Fairy Tales

From PUBYAC 2/25/05

**Read Aloud:** *The Three Dinosaurs* by Jim Harris (or any others from attached list)

**Change Bag Magic Trick** (ehm-asr) - Frog in bag, kiss the bag all over, then Pull prince out (or troll: "Oops, not every frog was a prince, you know")

**Puppet Play:** Three Billy Goats Gruff

**Mad Lib Fairy Tale Story :** Sleeping Red Riding Rapunzel and/or Prinderella and the Cince: A Rory to be Stead Aloud.

**Refreshments:** Apple cider, animal crackers, tiny pretzels, gumdrops, breadcrumbs

### Decorations Ideas:

- Castle of cardboard
- Beanstalk (butcher paper twisted) leading to Cloud (batting drapes)  
(with big boots hanging down-optional)
- Colorful Pennants
- Suits of Armor
- Frog Puppets with crowns
- Spinning Wheel?

### Prop suggestions:

- Flying Carpet
- Golden Eggs (with funny things inside) in basket nest
- Rapunzel Braid
- Red Riding Hood Cape
- Basket with Wolf Head (puppet)
- Magic Mirror Frog Prince puppet
- Damsel Hat

Choose from the activities following the stories:



## Sleeping Red Riding Rapunzel

(props: red cape, pinafore, long wig ,stiff leash, basket, magic beans, beanstalks, big library card)

Once upon a time, there was a little girl named Sleeping Red Riding Rapunzel. It was summer time, and she was bored with walking her invisible dragon, so she traded her invisible dragon for some magic beans, and set off to visit her grandmother on the other side of the dark woods.

She came to a rickety bridge, and as she crossed, her feet went "TRIP, TRAP, TRIP, TRAP," and angered the Big Bad Wolf. The wolf bellowed, "Mirror, mirror, on the fridge, Who's that tripping on my bridge?"

"My, what big teeth you have, Grandma!" shrieked Sleeping Red Riding Rapunzel, and she ran away trailing bread crumbs so she could find her way home.

When she was too tired to run anymore, she stopped to have a snack at a gingerbread house, but before she could eat anything, she saw a wicked witch coming toward her, yelling, "I'll huff, and I'll puff and I'll blow the house in!"

"Not by the hair of my chinny-chin-chin," yelled Sleeping Red Riding Rapunzel, and she turned around to run away. But there in the path was a giant, with terrible breath, hissing, "Fee, fi, fo, funzel. I smell the blood of Red Riding Rapunzel!" Sleeping Red Riding Rapunzel was so scared, she dropped the magic beans, and instantly three beanstalks grew. One was too big! And one was too small! But one was just right, so up she climbed.

What do you think she found at the top of the beanstalk? She found the Three Little Pigs, the Three Billy Goats Gruff, the Three Bears and Hansel and Gretel...reading books for fun...at the library!

Sleeping Red Riding Rapunzel liked the library so much! The only trolls or giants or wicked witches or big bad wolves she met were in the books she read. In fact she enjoyed reading so much, she changed her name to Sleeping Red Reading Rapunzel, and that's what it says on her library card!

### **Prinderella and the Cince: A Rory to be Stead Aloud.**

Tonce upon a wime there was a gretty little pirl named Prinderella. Prinderella lived with her two sisty uglers and a micked wepstother, and she was very unhappy because they made her wean the clindows, flub the scroors, and pine the shots and shans. Now wasn't that a shirty dame?

One day the pring issued a koclamation that all gelligible irls were invited to attend a drancy fess ball. Now this made the sisty uglers and the micked wepstother very happy; but, alas, poor Prinderella couldn't go to the drancy fess ball because all she had was a rirty drag; so she cat down and sied. Now wasn't that a shirty dame? All of a sudden, her mairy fodgother appeared. "Why, Prinderella," said the mairy fodgother, "matever is the whatter?" "Oh mairy fodgother," said Prinderella, "I can't go to the drancy fess ball because all I have is a rirty drag."

"You shall bo to the gall!" said the mairy fodgother, and in the eyeling of a twink she changed a cumpkin into a parriage, and a rirty drag into a drancy fess. There stood Prinderella, all covered with pubies and rearls. Off Prinderella went to the ball with one warning; she must be home by the moke of stridnight. All night, Prinderella danced with the cince, but at the moke of stridnight, she raced down the stalace peps and on the stottom bep she slopped her dripper! Now wasn't that a shirty dame? The next day, the pring issued another koclamation that all gelligible irls should sly on the tripper. The sisty uglers slied on the tripper, but it fidn't dit. Prinderella said, "Let me sly on the tripper," and it fid dit! Well, Prinderella and the cince were married that very dame say, and they lived afterly ever happyward. But, alas, the sisty uglers and the micked wepstother were left alone to hean the clouse all by themselves. Now wasn't that a shirty dame?

Use activity sheet "Name the Real Fairy Tale" Game or "Guess These Headlines in activity sheet section

Fractured fairy tales have become very popular with library staff and children alike. Here is a list of some of them:\.

Ada. Dear Peter Rabbit E FIC Ada

Ada. Yours Truly, Goldilocks E FIC Ada

Ahlberg, Allan. The Bravest Ever Bear E FIC Ahl

Ahlberg. Ten in a Bed J SS Ahl

Allen. Brothers of the Knight (Twelve Dancing Princesses) E FIC All

Calmenson. The Principal's New Clothes (Emperor's New Clothes) E FIC Cal

Emberly. Three Cool Kids (Three Billy Goats Gruff) E 398.2 Em

King-Smith. Hogsel and Gruntel and Other Animal Stories J SS Kin

Kraus. Strudwick: A Sheep in Wolf's Clothing E FIC Kra

Little Lit: Folklore and Fairytale Funnies J 741.597 Li

Lowell. Tortoise and the Jackrabbit E FIC Low

Lowell. The Bootmaker and the Elves E 398.2 Lo

McNaughton. Oops! (Three Little Pigs, Little Red Riding Hood) E FIC Mac

Minter. Sleepless Beauty E 398.2 Mi

Most. Four and Twenty Dinosaurs E FIC Mos

Scieszka. The Stinky Cheese Man and Other Tales E SS Sci

Tolhurst. Somebody and the Three Blairs (Goldilocks and the Three Bears) E FIC Tol

Vozar. Yo, Hungry Wolf E FIC Voz

Yolen. Sleeping Ugly E1 FIC Yol

## **Cinderella**

Edwards. Dinorella: A Prehistoric Fairy Tale E FIC Edw

Huck. Princess Furball E 398.209 Hu

Jackson. Cinder Edna E 398.21 Ja

Johnston. Bigfoot Cinderrrrrella E FIC Joh

Ketteman. Bubba the Cowboy Prince E FIC Ket

Minter. Cinder Elly E 398.21 Mi

Myers. Sidney Rella and the Glass Sneakers E FIC Mye

Perlman. Cinderella Penguin, or The Little Glass Flipper E FIC Per

San Souci. Cinderella Skeleton E 398.2 Sa

Sathre. Slender Ella and Her Fairy Hogfather E1 FIC Sat

Yorinks. Ugh E FIC Yor

## **The Frog Prince**

Gwynne. Pondlarker E FIC Gwy

Lewis. The Frog Princess: A Russian Folktale E 398.245 Le

Scieszka. The Frog Prince Continued E FIC Sci

Vesey. The Princess and the Frog E FIC Ves

## **Jack and the Beanstalk**

Briggs. Jim and the Beanstalk E FIC Bri

O'Neal. Shaq and the Beanstalk E FIC One

Wildsmith. Jack and the Meanstalk E FIC Wil

### **The Little Red Hen**

Stevens. Cook-a-Doodle Do (Little Red Hen) E FIC Ste

Sturges. Little Red Hen (Makes a Pizza) (Little Red Hen) E FIC Stu

### **Little Red Riding Hood**

Ernst. Little Red Riding Hood: A Newfangled Prairie Tale E FIC Ern

Lowell. Little Red Cowboy Hat E FIC Low

### **The Princess and the Pea**

Campbell. Once Upon a Princess and the Pea E 398.2 Ca

Johnston. The Cowboy and the Black-Eyed Pea (Princess and the Pea) EFIC Joh

### **The Three Little Pigs**

Harris, Jim. The Three Little Dinosaurs E FIC Har

Hooks. The Three Little Pigs and the Fox E FIC Hoo

Lowell. Three Little Javelinas E FIC Low

Scieszka. True Story of the 3 Little Pigs E FIC Sci

Trivizas. The Three Little Wolves and the Big Bad Pig E FIC Tri

### **The Gingerbread Man**

Armour. Stop that Pickle! E FIC Arm

Ginsburg. Clay Boy E 398.209 Gi

Kimmell. The Runaway Tortilla E 398.209 Ki

Kimmelman. The Runaway Latkes E FIC Kim

Oppenheim. You Can't Catch Me! E FIC Opp

### **Other ideas to Use in Programs**

#### **Stone Soup**

Take a large black, plastic bowl as our "pot" and each child was given a paper representation of some ingredient to add in. I told them to listen when their particular ingredient was added and at that time, they reached over (we sat in circle) and put it in the pot.

#### **How to While Away a Siege**

This can be a simple program where you do a variety of fun activities to pass the time. Games, a puppet show, crafts, storytelling—any fun activities to pass the time can be done.

#### **Chants: Magic Mirror**

Mirror, Mirror in my hand,  
Who are the best readers in the land?  
(turn mirror over: it says, "YOU ARE!")

#### **Medieval Cheer**

Leaneth to the left,  
Leaneth to the right,  
Stand up, sit down,  
Smite, smite, smite!

#### **Games:**

**Fairy Tale Mad Libs** - Kids pick nouns, verbs, etc to fill in blanks of crazy tale

**Display books** that are fractured retellings of old favorites.

Let kids guess the name of the original tale on which each retelling is based.

**Feed the Dragon Beanbag Toss** - Throw beanie babies into dragon's mouth.

**Jump Rope with Rapunzel Braid**

Follow the **Breadcrumbs** to "treasure"?

### **Creative Writing Contest Ideas**

**Have Children write their own Fairy Tale** beginning with "Once upon a time..."

**Choose your Own Fairy Tale** - Cut out the words and rearrange them to make many different fairy tales.

### **Crafts:**

#### **Knight Helmet to color and cut**

Go to <http://www.yourchildlearns.com/heraldry.htm> to get pattern for making a shield.

#### **Make your own helmet**

Go to: <http://www.clevelandart.org/downloads/helmet.pdf>

#### **Castles from cardboard tubes**

Cut notches out of tops of three cardboard tubes. Tape or staple tubes together and draw on windows, drawbridge, portcullis, etc.

#### **Catapults**

Tape two cardboard rolls together and lay down like logs.

Tape a piece of cardboard on top of the logs.

Fold a small piece of cardboard in half and punch a small hole in the middle of each half.

Push a cut rubber band through both holes and tie the rubber bands on the

outside so only an inch of rubber band connects the two halves of the folded cardboard.

Tape one half of the small cardboard to the larger piece on the logs.

Tape a craft stick securely to the half of folded cardboard that sticks up.

Tape a tiny square of cardboard to the top of the craft stick as the launching platform.

Roll tiny paper wads, pull back the craft stick launch platform and put the paper wad on, then release and let it fly. (Folded cardboard and rubber band tying best done ahead of time)

#### **Damsel Hats** Roll butcher paper into cone shape (wizard hat pattern) and staple.

Tape a steamer of tissue paper to tip of hat. (Best cut ahead of time)

**Swords** (Cut long cardboard strips and short rectangles of cardboard with a slit in the middle.  
Slide long blade through slit to make the hilt (this done ahead of time).  
Decorate or wrap yarn around the handle. (optional: cover blade in tinfoil)

**Sword Belts** Tear long strips of scrap fabric to tie around waist for sword belt.

**Coats of Arms** Trace shield shape and cut out.  
Decorate a family crest with symbols and animals

**Pennants** - Trace pennant shape and cut out. Decorate, then tape to a drinking straw.

**Magic Beans** - Put glue on a lima bean and put it in a can with glitter and shake.  
Glue bean to the bottom of a paper and draw what grows out of it.

**Rapunzel Tower** - Paper towel tube with notches cut along one end. Braid yarn into a foot long braid to hang from the top end. (optional: cut a picture of a person or animal from a magazine and tape them to the braid climbing the tower)

**Pumpkin Coach Design for the 21st Century** (master and sample in kit). On photocopy of a pumpkin, add details to make a pumpkin coach cool for 2005.

**Gingerbread House to Eat** - Put icing (powdered sugar and milk) in small baggies and seal. Use icing to stick graham cracker squares together into a house, and to stick on gumdrops and other candy.

**Paper Bag Puppet Princess or Prince**

**Wands-** chenille sticks and star die cuts (with glitter or sequins?)

**Fairy godperson** (1997 SRP - IDM- page 89) - 9" square fabric over cotton ball,  
Tie ribbon to form neck, wrap chenille stick around neck to form arms, put star sticker on one "hand", draw face with fabric marker.

**Tell Fairy Tale Jokes** –see songs and Fingerplays, etc. chapter

**Other Resource Books:**

Ross. Crafts from Your Favorite Fairy Tales



Schoeder. Fun Puppet Skits for Schools and Libraries (Princess and the Pea puppet skit)

Woodworth. Fairy Tale Jokes

Walton. Kiss a Frog: Jokes about Fairy Tales, Knights and Dragons

\*from Kruse's Those Bloomin' Books

[others from my head]

Other Ideas: (from Pubbyac)

## **Decorations**

### **Build a Reading Castle.**

Make a reading castle with the help of nine to fourteen year old volunteers. .

Make the frame from wood and chicken wire, and chicken wire, plastered over and with milk cartons making the top. Use large cardboard boxes as an alternative.

### **Create a theme entry to the children's area**

Make a cardboard portcullis at the entry to the children's area. Flank the door with life sized cardboard cutouts of a knight (Sir Reads-a-lot) and a lady (Lady Readsmore) or some or some fairy tale characters.

At the first program of the summer, have children make their own coat of arms and display them in the children's area during summer reading. We did a class where children made their own coat of arms.

Make banners using heraldic designs to hang on the wall.

Make a poster board dragon to "guard" one wall.

### **Other craft ideas to make at programs**

In various activity programs children made helmets, ladies' pointed hats, shields, castles, dragons from a variety of objects and difficulty

levels. One program was games, call HOW TO WHILE AWAY A SIEGE. We and then played shield ball(light weight balls were thrown at 3 or 4 players in the middle of the room. they had to deflect the balls with cardboard shields. if they were hit they were out). We also had mock jousts, with the children on hobby horses made of rolled newspaper and paper bag heads.

**Good books to use:** INDOOR GAMES or how to while away a siege (from the Society for Creative Anachronism),  
HUZZAH MEANS HOORAY by Laurie Carlson  
KNIGHTS(craft topics series) by Rachel Wright.

# Chapter Four

## SCRIPTS





# SCRIPTS

The scripts on the following pages can be used for reader's theater, puppet shows, interactive activities, or even putting on a library play. For your "cast" or puppeteers, use staff, junior volunteers, children. Reader's Theater works well with older children or teen readers doing the show for younger children. This creates an activity for both teens and the children.

An excellent source of additional scripts for reader's theater is Aaron Shepard's website. At <http://www.aaronsherp.com/rt/RTE.html>, there are 39 scripts written by Shepard. They are mostly based on folk tales and legends, but a few are based on historical and other events. Each script has a descriptive annotation, theme; number of people needed, length, and suggested age range of the audience.

Below is a list of scripts in this chapter for reader's theater, puppet show, and other uses.

A Huffin' and a Puffin'

Jacques and the Seaweed

The Lion and the Mouse

Magic Lemonade

My Sick Little Donkey (Mexico)  
Spanish Translation: El Burrito Enfermo

The Fair Maiden's Plight (Group activity story)

The Frog Prince

The Gallant Knight

The Knight and the Dragon

Half a Kingdom



# **A Huffin' and a Puffin'**

## **A Puppet Play in One Act**

### **Characters needed:**

2 Wolves  
Troll  
Giant  
Wicked Queen  
Dragon

### **Props:**

Bridge  
Beanstalk  
Mirror  
House

*(Mama Wolf and Junior Wolf are onstage)*

**MAMA WOLF:** Repeat after me, Junior. I'll huff and I'll puff.

**JUNIOR:** I'll huff and I'll puff.

**MAMA WOLF:** And I'll blow your house down.

**JUNIOR:** And I'll blow your house down.

**MAMA WOLF:** Now put it all together. Nice and loud.

**JUNIOR:** *(loudly)* I'll huff and I'll puff and I'll blow your house down.

**MAMA:** Good! Now go out and get those three pigs.

*(Mama exits)*

*(Place bridge on stage—Junior walks across bridge)*

**TROLL:** *(offstage)* Who's that tramping over my bridge?

**JUNIOR:** *(trembling, startled)* What??? Who's that?

**TROLL:** *(offstage)* - Who's that tramping over my bridge?

**JUNIOR:** *(still trembling)* It's just me, Junior Wolf.

**TROLL:** *(appearing onstage):* Well, I'm coming to gobble you up!

**JUNIOR:** No, don't eat me! I'm just Junior Wolf. You might want my brother! He's much bigger.

**TROLL:** Very well, be off with you then (*troll and bridge disappear*)

**JUNIOR:** Wow! That was close. Okay. What was it Mama told me: Who's that tramping over my bridge? That's right! Who's that tramping over my bridge?

(*Place beanstalk on stage*)

**GIANT:** (*looking down—head upside down from beanstalk*) Fee Fi Fo Fum! I smell the blood of an Englishman!

**JUNIOR:** (*startled again*) Englishman! I'm not an Englishman! I'm just a wolf.

**GIANT:** I thought you were Jack. Are you su-u-u-re you're not Jack?

**JUNIOR:** Not me, man. I'm Junior Wolf.

**GIANT:** Okay then. Grrrrr. (*mutters*) Fee Fi Fo Fum (*voice fades as he climbs beanstalk*). I smell the blood of an Englishman.

**JUNIOR:** Wow! That was close. Now what was I supposed to say? Oh, yeah! Fee Fi Fo Fum. I smell the blood of an Englishman.

(*Wicked Queen appears at edge of stage*)

**WICKED QUEEN:** Mirror, mirror in my hand. Who's the fairest....  
(*wolf bumps into wicked queen who is staring at herself in the mirror*)

**WICKED QUEEN:** OUCH! Watch where you are going, Wolf!

**JUNIOR:** Ooh. Duh! I'm sorry.

**WICKED QUEEN:** Well, watch where you are going. Now then...Mirror, Mirror in my hand. Who's the fairest in the land?  
(*Walks away still talking*)

**JUNIOR:** Okay. Bye. Mirror, Mirror in my hand. Who's the fairest in the land? Mirror, Mirror in my hand. Who's the fairest in the land?



*(Enter dragon on edge of stage)*

**DRAGON:** Huff! Puff! Huff! Puff!

**JUNIOR:** *(looks at Dragon)*. Uh...what are you doing?

**DRAGON:** I've been huffing...and...puffing...and...huffing...and puffing and I can't burn this house down.

**JUNIOR:** Huff and puff? That's it! I'll huff and puff and I'll blow that house down. I've got it! I'll huff and puff and I'll blow that house down. Now where are those three little pigs?

*(Exits, repeating "I'll huff and puff and I'll blow that house down.")*



# Jacques and the Seaweed

**By: Joanne J. Hinman**

Middle Georgia Regional Library System

Puppets:	Jacques	Props:	Harp
	Ma Ma		Doubloons
	<i>Pirate</i>		<i>Seaweed on Stick</i>
	Sea Cow		Ships Steering Wheel
	Sea Chicken (gold fish)		Curved Sword
			Pirate Flag
			Pirate Hat
			Harp Music
			Golden Egg

Scene I: Underwater

Jacques: (ENTERS SINGING) Row, Row, Row your boat  
Gently down the shore.  
Merrily, Merrily, Merrily, Merrily  
Life is not a bore!

Row, Row, Row your boat  
Push it out to sea,  
Merrily, Merrily, Merrily, Merrily  
Won't you play with me.

Ma Ma! Where are you? Ma Ma! I'm home from the sea, Ma Ma!

Ma Ma: Oh, Jacques, I have been so worried about you! After what happened to your poor Pa Pa all those years ago with that awful purple Pete the Pirate, I don't want you gone for very long.

Jacques: Ah, Shucks, Ma Ma, I'm all grown up now. I can take care of that pirate with my trusty cutlass curly. (SWISHES SWORD AROUND) Take that and that and that ye matey.

Ma Ma: Enough! That is enough Jacques! You're going to hurt yourself if you don't quit. Now, son, we have a very big problem! Ever since your father was captured by Purple Pete the Pirate and all our fortune was stolen we have barely gotten by. But now that our money is all gone and the fishing has been so poor things are even worse. All we have left is Old Beulah the Sea Cow.

Jacques: I know things haven't been good lately Ma Ma but what good is Old Beulah to anyone else. She only listens to us and she doesn't give much milk anymore.

Ma Ma: That is all true Jacques but we must try to sell her and get as much money as we can so we can buy food for the next month of Sunday's. Take her to the fish market and be sure you get a tidy little sum for her.

Jacques: Yes, Ma Ma! Let me go get Beulah and take her to the market. (CALLS) Beulah, oh Beulah, where are you? (EXITS AND RE-ENTERS WITH BEULAH) All right Beulah, my favorite sea cow, let's go to the fish market and see what you'll fetch. (EXITS SINGING)

Hey diddle diddle,  
The clam and the fiddle  
The cow swam over the sea.  
The sea dog laughed to see the sight,  
And the catfish swam away with me.

Ma Ma: Oh, that Jacques, what will ever become of him? He takes things so lightly. Well I have much more work to do before he returns with much money for our sea cow. (EXITS)

Jacques: (ENTERS WITHOUT SEA COW, AND WITH BAG OF SEAWEED)  
Ma Ma, Ma Ma, I am back, Ma Ma!

Ma Ma: Jacques, that did not take a very long time. Did you get a lot for old Beulah the sea cow?

Jacques: Oh, yes, Ma Ma. You will be so proud of me. I traded old Beulah for this bag of magic seaweed. The old hermit crab I met on the way to the fish market promised me the seaweed would grow all the way to the surface of the sea. Won't that be wonderful Ma Ma?

Ma Ma: Jacques, how could you do such a foolish thing? There is nothing at the top of the ocean but trouble. Certainly nothing for us to eat. Now we will starve for sure. Oh, Jacques, we had better get some rest and worry about all of this tomorrow. (EXITS)  
Goodnight Jacques.

Jacques: I have done a foolish thing. My poor Ma Ma is very upset with me. Well, I'll just throw this old sea weed into the ocean and forget about it. Goodnight. (EXITS)

CLOSE CURTAINS

Scene II: Morning

Jacques: (ENTERS YAWNING) Oh, my, did I ever sleep like a log last night. I don't think anything would have woken me up. (SEAS SEEWEEED) Wow! Will you just look at that? That old crab was right after all. It is magic seaweed. Why it just keeps going up and up and up. I wonder what would happen if I climbed up to the top of this seaweed. I think that is just what I'll do. If my Ma Ma should come looking for me, tell her where I've gone okay boys and girls. Here goes. Boy do I ever wish I still had old Beulah the sea cow to go on this long swim with me. (CLIMBS UP SEAWEEED AS CURTAIN CLOSES)

CHANGE BACKDROP TO BLUE, AND HANG SHIP WHEEL

Scene III: On shipboard

Jacques: (FROM BELOW STAGE) Boy has this ever been a long slow climb. I think I'm almost at the top. (CLIMBS ON STAGE) Wow, I made it. I had to come up real slow so I wouldn't get the bends.

But this is really neat. (LOOKS AROUND) I wonder whose ship this is. Oh, my there is a pirate's flag. You don't suppose this is old Purple Pete the Pirate's ship do you? That's the mean old pirate that stole my Pa Pa's magic sea chicken, golden harp and all his gold. Maybe I should look around for a while and see what's up.

Pete: (OFFSTAGE) Fee Fi Foe Fickle  
I smell the blood of an ocean pickle  
Be it fresh or be it stale  
I'll have it for supper, never fail!

Jacques: Uh-Oh, that does sound like that mean rotten old pirate. Maybe if I hide real good he won't see me, but I can see what he still has of my poor Pa Pa's things. (LOOKS AROUND) There is an empty root beer keg down here just big enough for me to hide in. Now don't any of you boys and girls tell Purple Pete the Pirate where I am--okay?  
(AUDIENCE SAYS YES, JACQUES DROPS BELOW STAGE.)

Pete: (ENTERS) Fee Fi Foe Fickle  
Did I hear to voice of a boy to tickle?  
Be he fat or be he skinny  
I'll lock him up and call him Vinney.

I don't see anyone; maybe it was just the sea air. Well, now it's time for breakfast. Let's see what's in the old icebox. Hamm, fresh milk- 5 gallons should do, eggs- 12 dozen should make a good omelet, bread- 2 loaves top it all off. (PRETENDS TO EAT ALL THE FOOD) Now to count my gold Doubloons. (BRINGS BASKET OF GOLD FROM INSIDE BAG AND PLACES IT ON STAGE) One, two, three, four... (BEGINS TO DOZE OFF AND SNORE)

Jacques: (POPS HIS HEAD UP) Shhhhhh, look at all that gold! You don't suppose that could be my father's gold doubloons do you? This is probably the only chance I'll ever have to help my poor old Ma Ma. Be very quiet while I tip toe over and get the basket for her.

(EACH TIME HE MOVES TOWARD PETE, PETE STORES AND JACQUES RUNS FOR COVER. DO THIS 3 TIMES) Shhhh, I have the gold and now I will take it to my dear Ma Ma. (EXITS DOWN THE SEAWEED)

Pete: (GRUMBLES AND SLOWLY WAKES UP TO MISSING GOLD)  
What happened? Where's my gold doubloons? Was there someone here? (AUDIENCE ANSWERS YES) That makes me mighty angry. He won't get away with this. What's his name? Did anyone find out? (AUDIENCE TELLS- JACQUES) Jacques, you say, well Jacques will regret ever crossing Purple Pete the Pirate. (EXITS)

Jacques: (SNEAKS IN) Ah, yes, was my mother ever happy to see that gold. She went out and bought groceries right away. But I know that this Purple Pete the Pirate has more of my father's riches, I just have to find them. Maybe I should look around some more.

Pete: (FROM OFFSTAGE) Yo ho ho and a bottle of pop  
I smell a boy or a wet old mop.  
Be he alive or be he dead,  
I'll grind his bones to make my bread.

Jacques: Oh, my there he is again and I must hide so he can't find me. I'll hide behind this mast-- don't tell him where I am!

Pete: Yo ho ho and a bottle of pop.  
I smell a boy or a wet old mop  
Be he alive or be he dead,  
I'll grind his bones to make my bread.

That boy has been back again hasn't he? I thought so, where is he? Let me look around a bit and see if I can find him. (LOOKS UP, DOWN, LEFT AND RIGHT) Well now, I don't see him so maybe I'd better build up my strength by eating lunch. Let's see what's in the old galley. 20 tins of sardines, 2 boxes of crackers, 3 jars of peanut butter, and 2 jars of jelly. That's all I see right now, so it will have to do for a start. (SLURPS DOWN FOOD)

Now to play my magic harp. Well I don't have to play it. It plays all by itself when I say the special words. Let me get my harp. (EXITS AND RETURNS WITH HARP) Now, play harp, play. (NOTHING HAPPENS) Play harp, play! (MUSIC PLAYS) Oh that is so soothing and relaxing, I think I'll just take a little nap. (HEAD DROPS AND HE BEGINS TO SNORE)

Jacques: (PEAKS OUT) Is he asleep? Are you sure? Now is my chance to take back my fathers magic harp. I'll just tip toe over there and very quietly take it down the seaweed with me. (GETS HARP AND GOES DOWN SEAWEEED)

Pete: (WAKES UP) My harp, where's my harp? Did that scoundrel come and take it? Well he won't get away with that, you just wait. I'll fix him next time and there will be a next time cause I have the golden chicken of the sea. (EXITS)

Jacques: (COMES UP SEAWEEED) Oh, Wow, was Ma Ma ever happy to get that magic harp back. She says my Pa Pa's golden chicken of the sea must be here also. I thought I would come back and see if I could find it too.

Pete: (OFFSTAGE) Yo ho ho and a bottle of kool aid.  
I smell a boy or a wet old ghoul aid  
Be he dead, or be he alive,  
I'll grind his bones to some jive.

Jacques: That's him again. I'd better hide in a really good place this time. He sounds real mean. Here's an old butter church, I'll just slip down inside here and old Purple Pete will never know where I am. Don't any of you tell on me, okay! (EXITS BELOW STAGE)

Pete: Fe Fi Fo Fum!  
I smell the blood of an ocean bum.  
Be he alive or be he dead,  
I'll have him 'tween two hunks of bread.



He's back isn't he maties? I thought so. Well, I'm ready this time-  
-you just wait. I'll just get my wonderful chicken of the sea that  
lays golden eggs and then I'll set a trip. (EXITS AND RETURNS  
WITH GOLD FISH) Now all I have to say is "Lay, chick, lay!"  
(LOOKS AROUND) I said, "Lay, chick, lay!" (FISH MAKES GLUG  
SOUNDS AND THERE IS A GOLDEN EGG UNDER HER WHEN  
PETE PICKS HER UP.) There, I knew you could do it for old  
Purple Pete the Pirate. Now for my trap. I'll pretend to go to sleep  
and when that silly smelly old boy comes back I'll pounce on  
him and have him for supper. Now don't any of you tell that lass  
my plans, okay. (PUTS HEAD DOWN AND SNORES)

Jacques: (PEEKS OUT) Oh, goody, he's asleep again. He sure does sleep  
and eat a lot, but that's lucky for me. That looks like my father's  
chicken of the sea, the one that lays golden eggs. If I can take that  
back to my mother, we will never have to worry about anything  
ever again. (PIRATE SNORES) Boy, he could row a boat all across  
the ocean with that motor running. Well here goes. (TIP TOE  
ACROSS THE GOLDFISH)

Chicken: Master, Master, wake up I say  
This silly boy is stealing me away,  
Help! Help!

Jacques: Hush you silly fish, I have a much nicer place for you to stay.

Pete: I've got you now Matey. You can't get away from Purple Pete the  
Pirate. Come here, now.

Jacques: You'll just have to try and catch me you old cod fish you. I can  
beat you at your own game and you can't stop me!

CHASE SCENE AT LEAST THREE TIMES ACROSS STAGE WITH  
TEASES FROM JACQUES AND THREATS FROM PETE

Jacques: Here I come, there he goes.

GOES DOWN SEAWEED AND OUT OF SIGHT

Pete: Two can play this game,  
Let's go for a ride.  
I'll call his name  
As I go down this slide!  
Jaaaaccccqqquuuuuueeeeeessssssssssssssss

CLOSE CURTAIN

Scene IV: Underwater

CHANGE BACKDROP TO UNDERWATER

Jacques: (ENTERS WITH CHICKEN OF THE SEA) Ma Ma, Ma Ma, Where  
are you Ma Ma? Bring me a sword quick, Ma Ma!

Ma Ma: Oh Jacques, what ever is the matter?

Jacques: Ma Ma, quick I need a sword to cut this seaweed so that mean  
old Purple Pete the Pirate can not come all the way down here  
and take all Pa Pa's things back to his ship! Look Ma Ma, he is  
coming now!

Ma Ma: Here Jacques, let me help you saw the seaweed in two.

BOTH CUT AT THE SEAWEED UNTIL IT RISES AND  
DISAPPEARS

Pete: Aye ye matey. You have cut me loose this time but some day I'll  
find you againnnnnnnnnnn.

Jacques: We did it Ma Ma! Merci, Merci, we are free from Purple Pete  
for- ever.

Ma Ma: Oh Jacques, what a good boy you are. Now we shall live happily  
ever after and we can even buy our old Beulah the sea cow back.  
Let's get ready and go to the fish market! (EXITS)

Jacques:                So long everyone! (EXITS)

### Three Books of Fractured Fairy Tales

Martin, Justin McCory. 12 Fabulously Funny Fairy Tale Plays, Scholastic, 2002. ISBN 0-439-15389-1 \$11.95 – Humorous Takes on favorite tales that will keep your audience chuckling, Spiderella, Popsicle Boy, Emperor's New Hair, Cheetah & the Sloth, Little Late Riding Hood, etc.

Lohnes, Marilyn, Fractured Fairy Tales: Puppet Plays & Patterns, Upstart Books, 2002, ISBN 1-57950-040-4 \$16.95  
Numerous fractured tales plus patterns for puppets and instructions on stages, audio effects, lighting, voices and more.

Wolf, J.M., Cinderella Out grows the Glass Slipper and other Zany Fractured Fairy Tale Plays, Scholastic, 2002 ISBN 0-439-27168-1 \$11.95 Five stories in play form.





## PUPPET PLAY

### The Lion and the Mouse

Lion: (*Looking around and yawning*)

Oh, for a nap in the jungle shade.  
Too long in the tropic sun I've stayed.  
Though beautiful, my coat's too hot.  
And air conditioned it is not.  
So I'll doze in the glad till the sun goes down.  
Then I'll strut on out and do the town  
(*snuff, snort, settle in, snore*)

Mouse: Hi, diddle, dee, dee. A mousie's life for me.  
I'm sleek, I'm slim, I'm full of vim.  
I dance, I prance, I look askance  
I flip, I fly, I zip, I sail  
UCK, OH, someone's got my tail.

Lion: (*awakening and growling*). What's this, what's this?

Mouse: Oh no, oh no, no – let me go, go, go.

Lion: Those who disturb this kingly beast, shall become his royal feast.

Mouse: Oh, please let me go, sir,  
I didn't know sir,  
That what I did was against the law.  
I just bumped your paw which I never saw.

Lion: (*raising other paw as if to strike mouse*)  
Well, look close, or I'll give you a dose of the other.

- Mouse: (*trembling*): Oh, please do not strike me. If you knew me, you'd like me. Save my life and when I'm braver, someday I'll return the favor.
- Lion: Ha, ha, ho, ho—oh what a joke!  
I never knew a mouse who spoke of saving lions.  
That's absurd, it's the funniest thing I ever heard.  
(*Roars with laughter.*)
- Mouse: (*in a hurt voice*): My promise does not call for mirth. Strange things happen on this earth.  
And even a mouse can be of worth...  
My mother taught me that from birth!
- Lion: I'll lift my paws, but not because you'll be of use.  
Why you'd not make a snack for me, that's my excuse.
- Mouse: Oh, thank you, thank you, gracious king.  
Your kindness is a noble thing.  
And sure as there is sun and shade,  
Your gift to me will be repaid. (*rushes off*)
- Lion: What a game little gal, but how could she  
Ever come to the aid of a king like me.  
Whenever I have had a trouble,  
I solve the problem on the double. (*net falls over lion*)  
What's this? What's this? I'm going to strangle.  
I'm in a noose, I've cooked my goose.  
Oh, HELP, HELP, HELP! (*Roars*)
- Mouse: (*entering cautiously*) Oh, did I hear the lion roaring?  
Or is he sleeping and once more snoring?
- Lion: Watch out! Take care! Oh, don't come near!  
You foolish mouse, there's danger here!  
I'm caught within a trapper's net.  
And there's not been a lion yet.  
Who could outwit a trapper man....

Mouse: Well, then, perhaps a mousie can – (*Pauses, examines net*)  
Ah, well and good, it's made of rope.

Lion: And how can *that* give me hope?

Mouse: Because a rope with break with gnawing  
And my sharp teeth are made for sawing.  
So stop your roaring and you pawing.  
(*mouse begins to chew on rope*)

Lion: Could a mouse become so great  
To save me from this awful fate.  
And free me from this prison house?  
Ah, no – not such a little mouse  
(*sighs*) No, no, there are too many ropes.  
My luck runs out, I have not hopes.  
In all this time you've gnawed just one.  
The men will come before you're done.

Mouse: One rope's enough when it's a drawstring. (*pulls net off*)  
Now let me see a little paw spring.

Lion: I'm free, I'm free, I'm free at last.  
The rope no longer holds me fast.  
And never again, will I despise  
Another creature for his size.

Lion and Mouse (*joining hands*)  
So do not judge your friends in haste!  
A kindness never goes to waste.

*Reprinted from The Incredible Dream Machine* Summer Reading Program Librarian's manual  
1991.

Originally written and performed by the Exceptional Children's Department, Public Library of  
Cincinnati and Hamilton County, Ohio

## Play or Puppet Show

### MAGIC LEMONADE

Inspired by the book *Magic Lemonade* by Joyce Dunbar. Crabtree Publishing, 2002.

You will need four people to do this as a play. If you don't have enough staff, see if you can get some teens or younger kids to volunteer. Have them come to the library to rehearse the play while you act as theatre director.

For a puppet show simple stick puppets can be made.

This story is great as a play because there is no need to make props and the audience will roll with laughter at the surprising, funny twist at the end. Get creative and try to find items around the house or library that can be used for props. The only work necessary to pull this off is rehearsing and memorizing lines, which is fairly easy because of the simple plot. If you want to make props, set up a scene that looks like a backyard complete with clothesline. Be sure to put a lot of creative energy and animation into the characters actions! You may even want to repeat the performance on the spot so that the audience can participate in the story.

There are several opportunities for audience participation. Look for repetitive lines or actions to participate in.

Zoe, the star of the book, dresses up in a bed sheet, high heels, and clothespins in order to try to convince her friends that she is a queen. She finally offers them "magic lemonade" in one last attempt to convince them of her queenly status. The catch--they must believe that she is a queen if they want to be able to see, hear, and taste the delicious "magic lemonade". Thirsty for a drink, they quickly believe. But, they have no idea what will happen to them when they drink the "magic lemonade" and Zoe reveals that she really is not a queen but a magician!

**Author:** Joyce Dunbar

**Title:** Magic Lemonade

**Publisher:** Crabtree Publishing Company

**Date:** 2002

**ISBN:** 0-7787-0839-X, 0-7787-0885-3 (Paper)

**Summary:** Bossy Zoe pretends she is a queen, but her friends ignore her until she offers them magic lemonade.

Submitted by

Jessica Hollis ([jessica@wgrl.net](mailto:jessica@wgrl.net))

New Georgia Public Library

(770) 459-8163 (770) 459-9343 fax



# My Sick Little Donkey

(Mexico)

**Directions:** Photocopy the story patterns. Use a black fine-point permanent marker to trace patterns onto a piece of interfacing. Color them and cut them out.

*My donkey has a headache.  
My donkey cannot play.  
The vet will soon deliver a black hat  
and some hay.  
A black hat and some hay,  
And click your little hooves.  
Tap, tap, tap, tap. Hooray!*

*My donkey has a sore throat.  
My donkey cannot play.  
The vet will soon deliver a white  
scarf and some hay.  
A white scarf and some hay,  
A black hat for the headache  
And click your little hooves.  
Tap, tap, tap, tap. Hooray!*

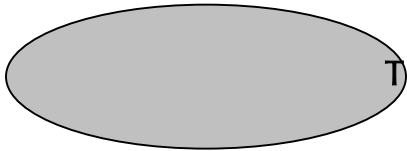
*My donkey's ribs are very sore. My  
donkey cannot play.  
The vet will soon deliver a yellow  
coat and hay.  
A yellow coat and some hay,  
A white scarf and some hay,  
A black hat for the headache  
And click your little hooves  
Tap, tap, tap, tap. Hooray!*

*My donkey's heart is aching. My  
donkey cannot play.  
The vet will soon deliver lemon drops  
and hay.  
Lemon drops and hay,*

*A yellow coat and some hay,  
A white scarf and some hay,  
A black hat for the headache  
And click your hooves  
Tap, tap, tap, tap. Hooray!*

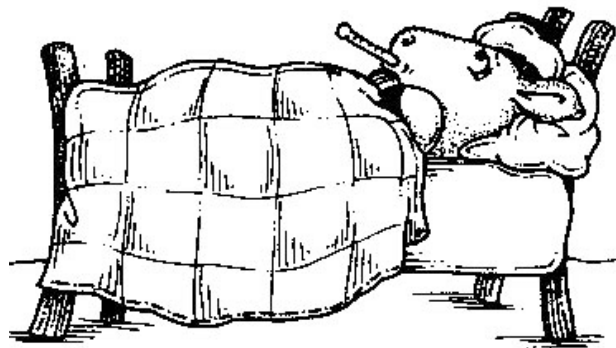
*My donkey is very happy. My donkey  
can now play,  
The vet will soon deliver green apples  
and some hay.  
Green apples and some hay,  
Lemon drops and hay,*

*A yellow coat and some hay,  
A white scarf and some hay,  
A black hat for the headache  
And click your little hooves  
Tap, tap, tap, tap. Hooray!*



### Theme Connections

Colors  
Donkeys  
Emotions  
Humor

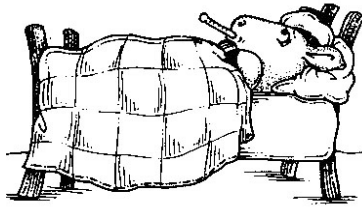


*From THE COMPLETE BOOK OF ACTIVITIES, GAMES, STORIES, PROPS, RECIPES, AND DANCES FOR  
YOUNG CHILDREN copyright 2003 by Pam Schiller and Jackie Silberg. \$29.95/\$3.00 shipping. Available from  
Gryphon House, Box 207, Beltsville, MD 2-704-0207, 1-800-638-0928  
<http://www.ghbooks.com/>*

## El Burrito Enfermo

(Spanish Translation)

*A mi burro, a mi burro le duele la cabeza, y el médico le manda una gorrita negra, una gorrita negra  
y mueve las patitas  
tap, tap, tap, tap.  
A mi burro, a mi burro le duelen la garganta,  
y el médico le manda una bufanda blanca,  
una bufanda blanca,  
una gorrita negra  
y mueve las patitas  
tap, tap, tap, tap.  
A mi burro, a mi burro le duele las costillas,  
y el médico le manda chaqueta amarilla,  
chaqueta amarilla,  
una bufanda blanca,  
una gorrita negra  
y mueve las patitas  
tap, tap, tap, tap.  
A mi burro, a mi burro le duele el corazón  
y el médico le manda gotitas de limón,  
gotitas de limón,  
chaqueta amarilla,  
una bufanda blanca,  
una gorrita negra  
y mueve las patitas  
tap, tap, tap, tap.  
A mi burro, a mi burro ya no le duele nada,  
y el médico le manda trocitos de manzana,  
trocitos de manzana,  
gotitas de limón,  
chaqueta amarilla,  
una bufanda blanca,  
una gorrita negra  
y mueve las patitas  
tap, tap, tap, tap.*



### For Family Storytime:

Give each family two (2) small wooden blocks. You can make very inexpensive blocks from scrap lumber, but be sure to sand it so it is smooth and won't cause splinters. Or buy inexpensive toy wooden blocks. When you read the line "And click your little hooves – tap, tap, tap, tap. Hooray!" cue parents and children to tap their blocks together and recite the line with you.

### Take Home Activity:

Write out the story of *The Three Billy Goats Gruff* and give a copy to each family along with the two blocks to take home.

### Instructions:

Read or tell the story of the *Three Billy Goats Gruff* to your child. Have your child tap the blocks together to make the sound of the Billy Goats as they go "trip trapping" across the bridge – softer for the small goat, louder for the middle goat, and very loud for the great big goat. Have your child recite the line "Who's that trip trapping across my bridge?" in a very gruff troll voice. Change roles and let your child tell the story.

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From *The Complete Book of Activities, Games, Stories, Props, Recipes, and Dances* by Pam Schiller and Jackie Silberg. Copyright 2003. Price \$29.95. Available from Gryphon House, Box 207, Beltsville, MD 20704-0207, 1-800-638-0928. <http://www.ghbooks.com>. Reprinted with permission.

Contributed by Pat Muller, Library of Virginia

## THE FAIR MAIDEN'S PLIGHT

Divide the group into **four smaller groups** and assign each group one of the words listed below. Read the story. After each of the words is read pause for the group to make the appropriate response.

**KNIGHT/S** "Clankety-clank"

**MAIDEN /S** "Help, help"

**MEAN  
KING** "Gr-r-r-r"

**DRAGON** "Roar-r-r-r-r-r-r"

Back in the days of bold **KNIGHTS** \_\_ and fair **MAIDEN** \_\_S there lived a **MEAN KING** \_\_ with his daughter, who was indeed the most beautiful **MAIDEN** \_\_ in all the land. All those who passed by their castle would see this fair **MAIDEN** \_\_ sitting by the hour in the window longing to be set free.

It was told about the land that this fair **MAIDEN** \_\_ had a curse put on her by a wicked witch, that if a **DRAGON** \_\_ which lived in the woods close by, were to look upon her, she would suddenly become the most ugly **MAIDEN** \_\_ who ever lived. That is why the **MEAN KING** \_\_ kept her locked within the castle.

Of course, after hearing this, all the brave **KNIGHTS** \_\_ for miles around came to that part of the land, hoping to kill the terrible **DRAGON** \_\_ and thus save the fair **MAIDEN** \_\_ from a terrible fate. Night and day the brave young **KNIGHTS** \_\_ searched for that terrible **DRAGON** \_\_. Each one hoped to save the fair **MAIDEN** \_\_ and take her away from the castle of the **MEAN KING** \_\_.

One day there came a gallant **KNIGHT** \_\_ who was much wiser than all the rest. He decided that since the **DRAGON** \_\_ was nowhere to be found that maybe there was another reason why the **MAIDEN** \_\_ didn't come out. He rode his horse as swiftly as he could and charged at full speed right through the door of the castle, sending debris and rubble flying in all directions.

It seems the **MAIDEN** \_\_ couldn't find the door because the castle was such a mess, and that is why she hadn't come out.

The brave young **KNIGHT** \_\_ bounded up the stairs and carried his fair **MAIDEN** \_\_ down and put her on his horse. They rode away from the castle of the **MEAN KING** \_\_ and left the other **KNIGHTS** \_\_ still searching for the terrible **DRAGON** \_\_ which didn't even exist!



## THE FIRE OF THE DRAGON

Divide the group into **six smaller groups** and assign each group one of the words listed below. Read the story. After each of the words is read pause for the group to make the appropriate response.

ORION	"Char-r-r-ge"
PEGASUS	"Nei-i-i-gh"
BIG DIPPER	"DRIP - DRIP"
LITTLE DIPPER	"drip - drip"
DRAGON	"Fire & Brimstone"
MILKY WAY	"Mooooo"

On a clear night in the winter months, you can look up in the sky and see something happening, if you use your imagination. We are going to do just that tonight. Pay attention now, so you won't miss any of the story.

Once upon a time, on a very dark night, a great hunter named **ORION**\_\_\_ started out to hunt a **DRAGON**\_\_\_. Now everyone knows that a **DRAGON**\_\_\_ can set almost anything on fire and **ORION**\_\_\_ knew this, so he took along with him the **BIG DIPPER**\_\_\_ and the **LITTLE DIPPER**\_\_\_ and the **MILKY WAY**\_\_\_.

As he mounted his horse, **PEGASUS**\_\_\_, he spilled the **MILKY WAY**\_\_\_ and had to dismount and refill the **BIG DIPPER**\_\_\_ and the **LITTLE DIPPER**\_\_\_. Once again he mounted **PEGASUS**\_\_\_ and away they flew, because **PEGASUS**\_\_\_ had wings and could fly through the sky. "Now to find the **DRAGON**\_\_\_," thought **ORION**\_\_\_. "He must be around here somewhere," and just then he saw him. He was really hard to miss as the **DRAGON**\_\_\_ was up to his old trick of breathing fire just to scare people.

"Whoa, **PEGASUS**\_\_\_," said **ORION**\_\_\_. "We must sneak up on him or he'll burn us up before we can put out his fire." **PEGASUS**\_\_\_ stopped and **ORION**\_\_\_ got off and took with him the **BIG DIPPER**\_\_\_ and the **LITTLE DIPPER**\_\_\_. Very carefully, **ORION**\_\_\_ made his way toward the **DRAGON**\_\_\_, then just as he was about to pour the **MILKY WAY**\_\_\_ from the **BIG DIPPER**\_\_\_ and the **LITTLE DIPPER**\_\_\_ on him, the **DRAGON**\_\_\_ turned and saw him and started spouting dreadful fire at him.

When **PEGASUS**\_\_\_ saw what was happening, he flew over the **DRAGON**\_\_\_, beating his wings. At the same time, **ORION**\_\_\_ threw the **MILKY WAY**\_\_\_ from the **BIG DIPPER**\_\_\_ and the **LITTLE DIPPER**\_\_\_ on him and put out his fire. The

**DRAGON**\_\_\_\_, with his fire out, turned and fled into the darkness and to this day he will only appear in the daylight. Today he is known to us as the sun.



## The Frog Prince

This script can be used in a puppet show or as reader's theater. There are two different endings to the script. Choose the one you like best and which suits your group.

Cast: Princess, Frog, King, Prince

Props: Well, Bed, Table

Settings: Scene 1: Garden with well

Scene 2: Dining Room in castle

Scene 3: Princess' bedroom

### Scene 1: By the well

Princess: It is such a beautiful day. I want to really enjoy it. Here is my golden ball. I really love this beautiful ball. I love to toss it in the air and...I can't believe it. I just threw my ball in to the well by mistake! Oh, no! My beautiful golden ball has fallen in to the well. What can I do? I must get it back! (Cries)

Frog: Hello, beautiful girl. What is the matter? You seem to be weeping as if your heart is broken.

Princess: Oh, yuck, it's an ugly old frog. I am weeping because my golden ball has fallen into the well. Don't come near me. Stay away! (Cries)

Frog: Do not cry, princess. I am sure that I can help you. I can swim to the bottom of the well and, bring you the ball in my mouth.

Princess: You can really get my ball. That's wonderful!

Frog: What will you give me if I get your ball?

Princess: My favorite dress. It is purple and has lace all over it.



Frog: It's a pretty dress but the only thing I could do with it is sleep on it.

Princess: That's true. Ummm. Maybe you would like my crown.

Frog: Don't you think it would be too big for my head? It would look silly hanging around my neck.

Princess: (impatiently): Oh well, what do *you* want? I will give you anything you like as long as you bring me my lost ball.

Frog: I'd like to be your friend. I would like to sit with you at the table and share the food on your golden plates and drink from your golden cup. I would like to sleep on your beautiful, soft silken pillow. If you will promise to let me do this, I will dive down and get your precious ball.

Princess: I promise. Just get my ball. (*Aside to audience*): After all, how can a nasty little frog get into the castle.

Frog: Very well, Princess. It should take me just a minute to find your ball.

Princess: (*to audience*) That is such an ugly old frog.

Frog: Here I am, princess. I have found your ball. It was dark at the bottom of the well and so the ball was hard to find, but I kept looking until I found it. Here is your beautiful golden ball.

Princess: My ball!! I love my golden ball, but it's dirty now. I am going home to wash it off. (*skips away*)

Frog: Stop! Stop! Wait for me, princess! Please take me with you. I can't go as fast as you can. Wait! Wait! (*exits after princess*)

*Scene 2, in the dining room of the castle*

King: My dear daughter, how was your day?

Princess: Father, I almost lost my wonderful golden ball in the well, but I got back again.

King: How did you do that? The well is so deep. Please don't tell me you tried to climb down into the well.

Princess: No, Father, I....

Queen: Who could be knocking at our door this late at night? Daughter, please open the door and see who it is.

Princess: Yes, mother. I hope it isn't that ugly frog. (*Opens door and slams it shut again.*) You!!! Go away!!

King: My child, what is wrong? Who was at the door, daughter? Was it a giant trying to carry you away?

Princess: Oh, no! It must have been the wind blowing against the door.

King: Was it an ugly dwarf?

Princess: No, father

King: Princess, what has frightened you so?

Princess: A horrid old frog.

King: A frog? What can a frog want from you?

Princess: Father, I was playing by the well, I dropped my golden ball and it fell to the bottom of the well. I started to cry and a frog offered to bring back my golden ball if I promised to be his friend. I never thought he would leave the well, but he followed me home, and here he is, He wants to come into our house. (*shudders*)

Frog: Princess, princess, open the door! Let me in. Have you already forgotten me? Remember, you made me a promise.

King: What promise did you make, daughter?

Princess: Oh, it's nothing, father. It is just an ugly frog. I told him he could eat at my golden plate this evening, if he would find my golden ball at the bottom of the well and bring it to me.

King: Well, then, open the door and invite him in. You must keep your promise.

Princess: But father, he is just an ugly old frog. I couldn't stand having him sitting by my plate. YUCK!

King: A promise is a promise. Let the frog in.

Princess: Yes, father *(she gets up and opens door. Frog enters and goes to her plate)*

Frog: My, this is really a beautiful room. Princess, you forgot to wait for me. You promised I could eat from your plate and be your new friend.

Princess: Well, I guess I did say that.

Frog: Princess, put me upon our table.

Princess: No! I will not have a nasty old frog on the table

King: Daughter, you must do as you have promised.

Princess: *(picks up frog and puts him on table)* There. Are you satisfied?

Frog: I am hungry after that long walk to your castle. Princess, push your golden plate nearer so we may eat together.

Princess: No! Never will I share my plate with an ugly old frog.

King: *(sternly)*: Princess....

Princess: Yes, Father *(pushes imaginary plate over. Everyone but princess eats)*

Frog: Oh, what a lovely ham sandwich. I just need a couple of bites and then you can eat the rest of it. ...Oh that was a lovely meal, but now I have eaten enough and I am terribly tired. Princess, please carry me to your silken bed. I want to go to sleep.

*(Princess begins to cry).*

King: Daughter, you made a promise to this frog. You must keep it. Now take him to your room.

Princess: You must be kidding. Me, a princess? Carrying a slimy frog? NO!

Frog: Remember, princess, you promised to let me sleep on your silk pillow.

King: A princess must always keep her promises. Carry him up to your room, my child.

Princess: Yes, Father *(moves toward father and kisses him goodnight) Lightly sobbing, she picks up frog by two fingers and holds him with arm outstretched)*

King: Good night daughter, good night frog. (King exits)

Scene 3: Princess' room

Princess and Frog enter bedroom. Prince drops frog at foot of bed.

Princess: There. Sleep in that corner, you ugly old frog and leave me alone.

Frog: This is a nice room, Princess. Now put me up on your bed so I can rest on your silk pillow.

Princess: You must be kidding? You are all wet and slimy. I wouldn't dream of putting you on my bed.

Frog: I am tired and sleepy, and you promised. Put me on your bed, or I will tell your father.

Princess: You wouldn't dare.

Frog: I would too.

Princess: Well, then I will stop you from telling him. (*picks up frog and throws him against the wall.*) Take that, you dumb frog.

Ending 1: (Frog drops down and handsome prince comes up)

Prince: Well, I say! That is a terrible way to treat a friend in your castle.

Princess: A handsome prince!

Frog: A mean witch placed me under a spell. She told me I would be a frog until a princess let me eat from her plate and sleep on her pillow.

Princess: (*primping*) Are you going to marry me? I saved you.

Prince: Are you kidding? No way!

OR Ending 2 (more traditional ending)

Princess: Oh, all right! (*Roughly picks up frog, and carries him to the bed. Frog drops behind bed and Prince pops up on her right side*) Now will you be quiet you horrid frog! ....What! What! Who are you?

Prince: I was a prince, but a wicked witch turned me into a frog. Only a king's daughter could break the spell. I had to remain a frog until a princess would let me eat from her plate and sleep in her bed.

Princess: Oh, you poor thing! (*moves to Prince at center stage*)

Prince: Beautiful princess (*Takes her right hand*). You have saved me from years of grief. Will you be my bride?

Princess: Oh, yes, yes! Let us go and tell Father. He will be so pleased with my handsome Frog Prince (*both exit*)

*Adapted from tale as written by C.S. Peterson and M. B. Hall)*

Follow up by making Burger Box Frogs. See Craft section

## THE GALLANT KNIGHT

Source: <http://scoutingbear.com/audience/knight.htm>

Divide the group into **six smaller groups** and assign each group one of the words listed below. Read the story. After each of the words is read pause for the group to make the appropriate response.

**KNIGHT BLACKHEART:** "Booooooooooooo!" **SIR GALLANT:** 'Hurrah! Hurrah!

**FAIR ELAINE:** ' Ohhhhhhhhhhhhhh!' **TRUMPETER:** 'Ta Ta Ta – Ta Ta Ta –Ta Ta Ta'

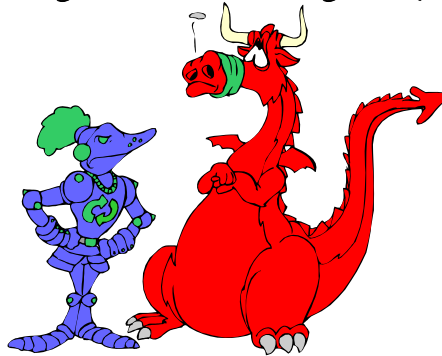
**SWORDS:** 'Clink - Clink – Clink **HORSES:** (Clap hands on knees

Once upon a time, in the day of yore, there was a bad knight named **KNIGHT BLACKHEART**\_\_\_ and a good knight **SIR GALLANT**\_\_\_ and the **FAIR ELAINE**\_\_\_. One beautiful spring day, the **FAIR ELAINE**\_\_\_ was gathering flowers in the woods when she heard **HORSES**\_\_\_ and **TRUMPETERS**\_\_\_. She hid behind a huge oak tree and watched as the **HORSES**\_\_\_ and **TRUMPETERS**\_\_\_ came closer and closer. Suddenly, the **HORSES**\_\_\_ stopped and the **TRUMPETS**\_\_\_ were silenced.

In rode **KNIGHT BLACKHEART**\_\_\_ with his fine armor and long shiny **SWORD**\_\_\_. "Here is where we are to meet **SIR GALLANT**\_\_\_ and his band of good knights to fight for the **FAIR ELAINE**\_\_\_." The silence of the woods was broken by more **TRUMPETERS**\_\_\_ and **HORSES**\_\_\_ riding fast and hard. In rode **SIR GALLANT**\_\_\_ with his **SWORD**\_\_\_ drawn for action, and his band of good knights on their **HORSES**\_\_\_ close behind him. "Halt, **SIR GALLANT**\_\_\_! I, **KNIGHT BLACKHEART**\_\_\_, am here to fight for the love and honor of **FAIR ELAINE**\_\_\_. Prepare for battle - blow your **TRUMPETS**\_\_\_. Draw your **SWORDS**\_\_\_ and spur your **HORSES**\_\_\_ into the fight."

**KNIGHT BLACKHEART**\_\_\_ and **SIR GALLANT**\_\_\_ drew their **SWORDS**\_\_\_ as the **TRUMPETERS**\_\_\_ blew their horns. They fought long and hard. Finally, **KNIGHT BLACKHEART**\_\_\_ fell defeated. **SIR GALLANT**\_\_\_ took the **FAIR ELAINE**\_\_\_ and put her on his **HORSE**\_\_\_, and as they rode away with his **SWORD**\_\_\_ shining in the sunlight, the **TRUMPETERS**\_\_\_ blew the sound of victory.

*THE KNIGHT AND THE DRAGON*  
*A puppet play by Jane and Ron Zastaury*  
*Based on **The Knight and the Dragon** by Tomie DePaola*



(SCENE): Dragon's cave at stage left, knight's castle at stage right)

**NARRATOR:**

Once upon a time, in a kingdom far away, there lived a knight (knight on stage). This knight lived in a fine castle where he lived a very pleasant life, strolling about the grounds, thinking pleasant thoughts, and taking the odd nap. But most of all, what the knight liked to do was read.

The knight read every kind of book there was—picture books, cookbooks, storybooks, books about history and science and art—but his favorite kind of book was fairy tales. He loved stories about beautiful princesses, wicked ogres and mischievous fairies. The only thing that bothered him was that in many of the stories he loved, the brave knights went out and fought dragons. He had never fought a dragon, and he was beginning to think that he should.

**KNIGHT:**

What so you think? Should I look for a dragon to fight? (*pause for response*)

I'm the kind of knight  
Who really just might  
Fight a dragon!

It could happen any morning  
It could happen at night  
Might fight me a dragon!

Well, you know I wouldn't hurt a fly  
But there are rules we must all live by  
And I read in these pages  
That knights through the ages

Gotta walk up to a dragon  
And look him in the eye  
And everybody knows that one of them must die.  
Oh my!

It could happen in the dark  
Or in the broad daylight  
What a sight, when I smite  
'Cause I really just might  
Fight me a dragon!  
(Knight leaves)

**NARRATOR:**

Well, maybe not so fierce, but definitely fire-breathing.

The dragon lived a very peaceful life, too, and enjoyed nothing so much as a quiet snooze in the sun outside his cave—except, of course, for reading. The dragon loved to read as much as the dragon did, and he read everything he could get his paws on: books on sewing and drawing and how to keep your scales shiny, photography and paper airplanes and camping. And the dragon also liked fairy tales. He, too, had noticed that the dragons in fairy tales were always having tremendous fights with knights, and he was starting to wonder if he ought to go out and find a knight to fight.

**DRAGON:**

**I don't know---should I? What do you think? *(Pause for audience response)***

I really just might  
Have to fight me a knight  
'Cause it's right for a dragon!

It could happen any morning  
It could happen at night  
'Cause it's right to fight a knight  
If you're a dragon.

Well, you know I wouldn't hurt a fly,  
But there are rules we must all live by  
And I read in these pages  
That dragons through the ages  
Gotta walk up to a knight  
And look him in the eye  
And everybody knows that one of them must die!  
Oh my!



It could happen in the dark  
Or in the broad daylight  
What a sight, when I bite  
And I really just might  
Cause it's right to fight a knight  
If you're a dragon  
(down dragon)

**NARRATOR:**

Meanwhile, back at the castle, the knight decided to do what he always did when he wanted to find out something he didn't know. He went to the library

**(SCENE CHANGE: Down castle and cave, up library)**

**KNIGHT:**

(Looking around) Hmmmmmm. I wonder where the books on dragon fighting are?

**LIBRARIAN:** (enters quietly behind knight): May I help you, Sir Knight?

**KNIGHT:**

(Knight jumps) OH!

Er, yes please. I'm interested in fighting dragons, only I haven't ever really done it before—well, it isn't that I really want to fight a dragon, you know, it's just that I feel like it 's really my job, and all—I mean, that's what knights do, isn't it? At least that's what they do in all the best fairy tales. And I figured that since I hadn't ever fought a dragon before that I might want to read up on it a little before I rush right out and start looking for a dragon to fight. I mean, a fellow could get hurt if he went about it the wrong way, couldn't he? So could you help me find the books on fighting dragons?

**LIBRARIAN:**

I'd be happy to! (goes offstage and returns with books)

Let's see, we've got Armor Building," Sword Sharpening for Beginners, " The Joy of Jousting," "How to Fight Dragons" and "The Three Little Pigs." I know that's not about fighting dragons, but it's a very good book!

**KNIGHT:**

Oh yes, those sound perfect! Thank you so much for helping me! I'll take these back to the castle and start reading right away. Maybe if I study real hard I'll be ready for my first dragon fight by the end of the week.

(Take dragon down)

**LIBRARIAN:** (Calling) Good night, sir knight!

**DRAGON:** (tiptoes into library, wearing a bandana and whispers) Err...excuse me...

**LIBRARIAN:** (Librarian jumps) Oh! (puts hands in the air) Are you a bandit?

**DRAGON:** Me? Oh no, I'm a dragon! I just put this on to keep out the dust. I'm allergic to dust, you know, and when I sneeze I can't control my fire, and well, you can imagine what would happen if I sneezed in here.

**LIBRARIAN:** I certainly can! You don't feel like sneezing now, do you?

**DRAGON:** (Sniffs experimentally) No...no I don't. I was wondering if you could help me find some books on knight fighting. I know a little bit about it, but not very much, and I'm trying to improve myself.

**LIBRARIAN:** Certainly (goes offstage and returns with books):  
How about Knights and Their Habits," Five Days to Fiery Breath," Your Scales and You," " How to Fight Knights," and "Hansel and Gretel." That's not about fighting knights, but it's a very good book!

**DRAGON:** Stupendous! Thank you for your assistance. I'll take these to the cave and start reading immediately I may be ready for my first knight fight this week!

**LIBRARIAN:** (calling) Good luck to you, Sir Dragon! (to audience) I hope they don't hurt each other too much!

(SCENE CHANGE: down library, up cave and castle)

**NARRATOR:** And so the knight returned to his castle and the dragon to his cave, and they both began to prepare themselves for a battle. The knight read all about forging swords and armor and lances, and all about jousting and lancing, and pretty soon he was ready to try it himself.

(Knight down, much clanging and banging)

**KNIGHT:** (offstage): I wish there was an armor story around her so I wouldn't have to make it all myself (grunting noises). This helmet must weight fifty pounds. Why can't I just wear a football helmet? Oh well, the books say to do it this way.

(Knight up with helmet on backwards)

I can't even tell if this stupid thing is on right. How'd it get so dark so fast? Who turned out the lights? (Knight stumbles around stage and eventually falls off stage to sound of splashing)

(Offstage): Hey! Who put this moat here?

(Knight up): Hmmm, I can see I'm going to have to work on this armor and helmet business. Maybe jousting will be easier. Now where did I put that lance? Ahhh, here it is (knight up with lance). What did the book say again? Oh yeah, "grasping the lance firmly, run like all get out at the target and hope for the best."

(Knight runs back and forth across stage with lance, saying:) And what was that other thing the book said? Something about keeping the tip off the ground...I wonder that would happen if ---Yaaaaaaaaaaaaaa! (knight accidentally pole vaults offstage to sound of splashing)

(offstage) I've got to get rid of this stupid moat!

**NARRATOR:** While the knight was taking a nice hot bath after his swim in the moat, the dragon was reading up on fire breathing.

**DRAGON:** (dragon reads from book): To increase fire production, it is necessary to ingest large quantities of piquant comestibles." Humph. Where's my dictionary? (Dragon down, rummaging noises. Dragon mumbles to himself) AHA! (Dragon up) It means hot food I wonder what's in the pantry...(dragon bends down to more rummaging noises) AHA! (Turns around with bowl) Let's see we've got garlic and onions and lots of hot peppers! Yum! (dragon scrapes out bowl) That was tasty, but it kinda gives me heartburn!

(dragon turns head toward cave and burps, turns back to audience) Excuse me! (looks back toward cave, then back at audience) I think I just burned up my sofa!

**Narrator:** And so the dragon practiced his jousting and finally learned to put his helmet on right, while the dragon threw some water on his burning sofa and worked on his fire breathing. Before long, they were ready for the fateful battle. They agreed to meet halfway between the castle and the cave, in a sunny meadow not far from the library.

**(SCENE CHANGE:** cave and castle down, trees up)

(Knight up at one side, dragon up at other

**KNIGHT:** I'm the kind of knight  
Who really just might  
Fight a dragon!

**DRAGON:** It could happen any morning  
It could happen at night  
"Cause it's right to fight a knight  
If you're a dragon.

**KNIGHT AND DRAGON:**

Well, you know we wouldn't hurt a fly  
But there are rules we must all live by  
And we read in those pages  
That knights and dragons through the ages  
Gotta walk up to each other  
And look him in the eye  
And everybody knows that one of us must die!  
And everybody knows that one of us must die???  
Oh, my!

**KNIGHT:** Are you ready, Sir Dragon?

**DRAGON:** (calls) Um, I guess so. Are you ready, Sir Knight?

**KNIGHT:** I suppose. On the count of three, then?

**KNIGHT AND DRAGON:** One, two, threeeee! YAAAAAAAAAAAAA!!! (*They charge each other and miss completely, each running off stage to crashing sounds*)

(Knight and dragon back up)

**DRAGON:** That didn't seem to work too well. How about on "go"?

**DRAGON AND KNIGHT:** On your mark, get set, go---oo!  
YAAAAAAAAAAAAA!!! (They charge each other again and again miss completely crashing offstage.)

(Knight and dragon back up)

**KNIGHT AND DRAGON:** Chaaaaaaaaaarrrrrrge!!!! (*Melee follows as they crash together on center stage*)

**KNIGHT:** Take that you dragon, you! (*ow sounds, crashes, etc.*)

**DRAGON:** Oh, yeah? How'd you like your toes toasted? (*ow sounds, crashes, etc*)

(Shouts gradually die down to huffs and pants and knight and dragon flop onstage,  
exhausted, breathing heavily)

(Librarian up on stage)

**LIBRARIAN:** How's the fight going?

**KNIGHT:** Oh not so (pant, pant) great. This is a lot harder than I thought.

**DRAGON:** I'm so tired I can't move!

**LIBRARIAN:** I wanted to see how you were doing, and I thought you might need this book on first aid.

**KNIGHT:** Thanks; I think I do need it.

**DRAGON:** All this fighting might not be such a good idea. Do you have any books about something we can do besides fight?

**LIBRARIAN:** Well, we just got this new book called "101 Barbeque Recipes from Georgia" Do you think you can do anything with that?

**KNIGHT:** Hey, I've got an idea! Maybe we could open a barbeque stand together! I'll make shish kabobs on my lance...

**DRAGON:** ---And I'll roast them with my spicy, fiery breath!

**LIBRARIAN:** And I'll be your first customer!

**KNIGHT:** I'm the kind of knight  
Who really just might  
Run a barbeque shop with a dragon!

**DRAGON:** We'll be open in the morning  
We'll be open at night  
We'll even drive a barbeque wagon!

**KNIGHT AND DRAGON:**  
Well, you know we wouldn't hurt a fly  
And that's the rule that we'll live by  
So come and take a chance  
On our shish kabob lance.

**DRAGON:** Just walk up to the counter and say you want to try

The one with so much garlic  
It will make you want to cry.

**KNIGHT AND DRAGON:**

If you're hungry in the dark  
Or in the broad daylight.  
What delight when you bite  
'Cause our barbeque's just right!

**COME AND EAT WITH THE KNIGHT AND THE DRAGON!!!!**

# Reader's Theatre

Adapted from an Icelandic tale by Doris Modlin Johnson, Norfolk Public Library  
Reprinted with permission.

## Introduction

Older children and teens can have a great time with reader's theatre productions. Use the script here, or have your kids write their own scripts. They can bring in simple props such as hats and scarves. Let them design invitations to show and give them out to their families with younger children.

## Half A Kingdom

NARRATOR: One fine morning, Prince Lini woke up in his castle on the hill. He and some of his friends decided to ride into the woods. A thick cold fog blew and covered the prince from head to toe. A minute later the fog drifted away and was gone. Gone too, was Prince Lini. His friends searched for him all that day and all that night. And in the morning they rode back to the castle to tell the king the strange story of the fog that rolled in from the sky and took away his son.

KING: What do you mean my son is gone? We must find him!

NARRATOR: The king sent for his strongest and his wisest men.

KING: "Who ever finds Prince Lini, and brings him back to me, will be given half of my kingdom."

NARRATOR: All over the kingdom people heard the news that the prince had disappeared in a cloud of fog. Anyone who had ever wanted half a kingdom set out to search for the prince.

NARRATOR: Signy, a poor peasant girl, woke up in her cottage at the edge of the forest.

SIGNY: I'll look near and far for the missing prince. I know the secret places of the forest better than anyone else.

NARRATOR: All that day Signy looked. She saw nothing but tree shapes in the snow. All that day she called. She heard nothing but the song of the icy wind.

SIGNY: Soon it will be dark but I'm near my favorite warm cave and I can rest  
for the night.

NARRATOR: Signy entered the cave, and there, stretched out on a golden bed, was  
Prince Lini, fast asleep.

SIGNY: Prince Lini wake up! Wake up!  
NARRATOR: But Prince Lini slept on, in a deep, deep sleep. Suddenly, something  
startled Signy.

SIGNY: What's that noise? Someone is coming! I will hide in the darkest corner  
of the cave.

NARRATOR: Two Troll girls – a tall troll and a shorter troll – entered the cave.

TROLLS: "Fee, Foo, Fun, Firl."

SHORT TROLL: "I smell the flesh of a human girl."

TALL TROLL: "No, it's only Prince Lini".

TROLLS: *(the trolls whistle.)*

SIGNY: *(listens carefully to the whistling)*

NARRATOR: Two swans flew into the cave.

SHORT TROLL: Sing O Sing O Swans of mine, Sing Prince Lini, awake.

PRINCE LINI: *(Stirs, rubs his eyes, and sits up.)*

SHORT TROLL: "Now, for the ninety-seventh time, will you marry one of us?"

PRINCE LINI: "Never. Never, never, never!"

TALL TROLL: "You'll be sorry!"

TROLLS: "Sing o sing, o swans of mine. Sing Prince Lini asleep."

NARRATOR: The swans sang and Prince Lini fell asleep again. The Swans flew out of  
the cave. The next morning the trolls left the cave.



SIGNY: whole  
(*Creeps from her hiding place.*) Oh! I'm stiff and sore from crouching the night in the dark corner. (*Shakes all over.*)

NARRATOR: Signy remembered how the trolls whistled, and she whistled the same notes.

SWANS: (*Fly into the cave.*)

SIGNY: Sing O Sing O Swans of mine, Sing Prince Lini awake.

PRINCE LINI: ( *rubs his eyes, sits up and rubs his eyes again.*) "Troll! What has happened to you?  
You look different."

SIGNY: "I'm not a troll, " and nothing has happened to me except that I found you.  
I'm Signy."

PRINCE LINI: "I'm very pleased to meet you. The trolls have cast a spell upon me with  
of their magic fog and are holding me a prisoner until I agree to marry one  
them."

SIGNY: Prince, your father the king is sad and has offered half the kingdom to anyone who finds his son and brings him home.

PRINCE LINI: "I'm not sure I want to go home. It makes me sad to see how the  
kingdom is run. And the king will listen to no one. The rich are too rich and  
hardly work. The poor are too poor and work too hard."

SIGNY: "Yes, (*sadly*) everyone I know is poor and we work all the time."

PRINCE LINI: (*looks at Signy and begins to laugh. Then jumps up and down on the golden bed, laughing*  
*and laughing.*)

SIGNY: "What's so funny about being poor?"

PRINCE LINI: "That's just it! You won't be poor if you get half the kingdom and you  
can share it with everyone! Signy, take me back to the King and take half the kingdom. Please!"

SIGNY: "First things first, we've got to have a plan. You must find out from the

Trolls where they go and what they do during the day. It's the only way."

PRINCE LINI: Yes! I agree.

SIGNY: *(Whistles)*

SWANS: *(Fly into the cave and sing Prince Lini asleep.)*

NARRATOR: Again Signy hid in the dark corner of the cave.

TROLLS: *(clattering and chattering)*

NARRATOR: The trolls woke Prince Lini in their unusual way and asked him their usual question.

TALL TROLL: "Now, for the ninety-eighth time will you marry one of us?"

PRINCE LINI: *(pretending to think about it.)* "Tell me, Tall Troll, where do you go and what do you do during the day?"

TALL TROLL: "We go to the big oak tree in the middle of the forest and play with our giant golden egg."

SHORT TROLL: "And we toss it back and forth, and back and forth."

PRINCE LINI: "What happens if you drop it?"

SHORT TROLL: "Oh we never drop it. If we drop it and it breaks, we will disappear forever."

TALL TROLL: "Enough talking. Now for the ninety-ninth time will you marry one of us?"

PRINCE LINI: "Never, never, never, never!"

TALL TROLL: *(shaking with rage)* "Oh, tomorrow you will see how sorry you will be!"

NARRATOR: The trolls whistled, the swans sang, and Prince Lini slept. The next morning when the trolls left the cave, Signy whistled for the swans. The swans sang and Prince Lini woke up.

SIGNY: "You were wonderful! Now we will go to the middle of the forest to the big oak tree, and you must do exactly what I tell you."

NARRATOR: Signy and Prince Lini left the cave and walked to the middle of the forest. There the Trolls were throwing the giant golden egg back and forth, back and forth.

NARRATOR: Prince Lini picked up a stone and aimed carefully. The stone hit the giant golden egg. It fell to the ground, broken to bits. From nowhere a thick fog fog blew into the woods and the cloud of fog covered the two trolls. A minute later the fog drifted away and was gone. And gone, too were the trolls. Signy and Prince Lini ran all the way to the palace.

SIGNY: “Prince, wait outside, it’s better if I see your father alone.”

KING: “Who are you and what do you want?”

SIGNY: “I am Signy, a peasant girl, and I want half of your kingdom since I found your son.”

KING: “Don’t be silly! How can a girl find my son when my strongest and wisest man could not find him!”

SIGNY: “If what I say is true, will you keep your promise and give me half of your kingdom?”

KING: “Go away, It can’t be true.”

SIGNY: *(runs to the door and throws it open.)*

KING: “My son!” *(They hug and cry tears of happiness!)*

NARRATOR: Prince Lini told his father about the trolls and the magic spell and how Signy found him and freed him.

SIGNY: “Now, King, will you give me half your kingdom?”

KING: “A girl like you found my son? A peasant girl – not even a princess! But, a promise is a promise. I give you half my kingdom.”

PRINCE LINI: *(turns to Signy)* “I love you! Will you marry me?”

NARRATOR:

Signy thought it would be wonderful to marry Prince Lini and share half the kingdom with him. And that is exactly what they did, happily and forever after.



## Chapter 5

# FINGERPLAYS, RHYMES SONGS AND RIDDLES



# Fingerplays

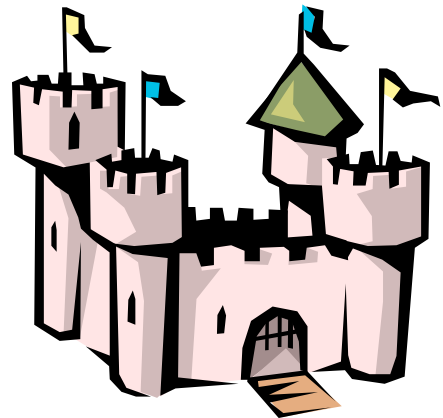
## Big Castle

I'm going to build a big castle, (form arch over head)  
With windows big and bright. (circles around eyes)  
With towers tall and waving flags drifting out of sight. (stretch up arms, make drifting motion)  
And when I hear the dragons call, (cup hand to ear)  
Or when I hear a storm, (flutter fingers down)  
I'll go inside my castle, (open door and step in)  
And I'll be safe and warm. (hug self or child)

## A Good Castle

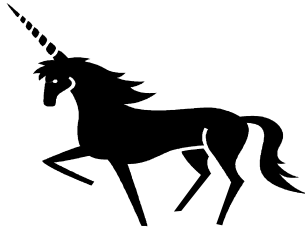
This is the roof of the castle I own. (make roof with hands)  
These are the walls that are made of stone. (arms straight out from sides)  
These are the windows that let in the light. (thumbs and forefingers form windows)  
This is the drawbridge that shuts so tight. (clap on "shuts")  
This is the tower so straight and tall. (arms up straight)  
Oh! What a good castle for one and all!

Source: PUBYAC 4/28/05



## Goldilocks - A Limerick

There once was a girl called Goldilocks  
Who wasn't a person who knocks.  
At the home of three bears  
She ate mush and broke chairs  
And probably tried on the socks



## The Lion and the Unicorn

(Author Unknown)

Clap hands in rhythm to the beat

The lion and the unicorn  
Were fighting for the crown;  
The lion beat the unicorn  
All round about the town.  
Some gave them white bread,  
And some gave them brown;  
And some gave them plum cake  
And drummed them out of town.

Contributed by Diane Buckley  
Virginia Beach Central Library – Virginia

## I Have a Loose Tooth Chant

(Author unknown )

The fairy took my loose tooth  
My wiggly, jiggly loose tooth  
And now I have a quarter  
And a hole in my head.

I had a loose tooth  
A wiggly, jiggly loose tooth

I pulled my loose tooth  
My wiggly, jiggly loose tooth  
Put it 'neath my pillow.  
And then I went off to bed.  
I had a loose tooth  
A-hanging by a thread.



## ***The King is in the Castle*** (Tune: *Farmer in the Dell*)

[Have the children make a circle; choose one child to be the king in the center; play like *Farmer in the Dell*]

The king is in the castle, the king is in the castle  
Hi-ho and cheerio the king is in the castle.

The king takes a queen, the king takes a queen  
Hi-ho and cheerio the king takes a queen.

The queen takes a prince, the queen takes a prince  
Hi-ho and cheerio the queen takes a prince.

The prince takes a jester, the prince takes a jester  
Hi-ho and cheerio the prince takes a jester.

The jester takes a knight, the jester takes a knight  
Hi-ho and cheerio the jester takes a knight.

The knight takes a princess, the knight takes a princess  
Hi-ho and cheerio the knight takes a princess.

The princess takes a horse, the princess takes a horse  
Hi-ho and cheerio the princess takes a horse.

The horse stands alone, the horse stands alone  
Hi-ho and cheerio the horse stands alone.

Submitted by Frances Smith, Children's Librarian, Albert F. Scott Library, Alabaster, AL



### **I'm a Little Leprechaun**

(Author Unknown)

Sung to: "I'm a Little Teapot"

I'm a little leprechaun  
Dressed in green,  
The tiniest man  
That you have ever seen.  
If you ever catch me, it is told,  
I'll give you my pot of gold!

### **The Leprechaun Song**



Sung to: "If You're Happy"

I saw a leprechaun all dressed in green,  
It was the only leprechaun I've ever seen.  
He has a pixie turned up nose  
And pixie turned up toes,  
Oh, I saw a leprechaun all dressed in green.

He was only about as big as my thumb.  
He was only about as big as my thumb.  
His beard was long & white  
I marveled at his height.  
He was only about as big as my thumb.

He had buried secret, hidden treasure,  
He had buried, secret, hidden treasure.  
I couldn't believe my eyes  
You can imagine my surprise,  
He had buried, secret, hidden treasure.

## Jonathan Bing

### Poor old Jonathan Bing

Went out in his carriage to visit the king.  
But everyone pointed and said, "Look at that." (*point*)  
Jonathan Bing has forgotten his hat.

Poor old Jonathan Bing,  
Went home and put on a new hat for the king. (*join thumb and index fingers and  
place on top of head*)  
But when he arrived, an archbishop said, "Hi  
Jonathan Bing, you've forgotten your tie." (*point to neck*)

Poor old Jonathan Bing  
Went home and put on a tie for the king. (*point to neck*)  
But when he arrived, a soldier said "Ho,  
You can't see a king in pajamas, you know." (*Draw hands down body and legs*)

Poor old Jonathan Bing  
Went home and addressed a short note to the king. (*Wiggle index finger along palm of  
other hand*)  
"If you please will excuse me, I won't come to tea,  
For home is the best place for people like me!" I (*point to self*)

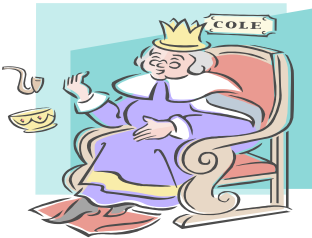


## Familiar Nursery Rhymes



Oh, the grand old Duke of York,  
He had ten thousand men;  
He marched them up to the top of the hill,  
(march in place standing straight and tall)  
And he marched them down again.  
(march in place squatting down)  
And, when they were up they were up;  
(march in place standing straight and tall)  
And when they were down they were down.  
(march in place squatting down)  
But when they were only halfway up,  
(squat down a little)  
They were neither up nor down.  
(stand straight then squat down)

Repeat faster and faster.



Old King Cole was a merry old soul,  
And a merry old soul was he.  
He called for his pipe, and he called for his bowl,  
And he called for his fiddlers three.

Every fiddler had a fiddle fine,  
And a very fine fiddle had he, had he.  
Twee tweedle dee, tweedle dee, went the fiddlers.  
Oh, there's none so rare  
As can compare  
With King Cole and his fiddlers three.

## "Five Little Fairies"

### Fingerplay or Flannel/Magnet Board

(place all fairies on board)

Five little fairies in a meadow green;

One flew away and couldn't be seen. •

(remove fairy on butterfly)

Four little fairies on a grassy dome;

One saw the rain and flew to her home.

(remove fairy with rain and flower and dome\*)

Three little fairies playing in the glen;

Mama fairy waved her wand

(add Mama)

and two went home again.

(remove two fairies together)

One little fairy sitting out 'til dawn;

He waved his wand and then he was gone.

(remove fairy on toadstool)

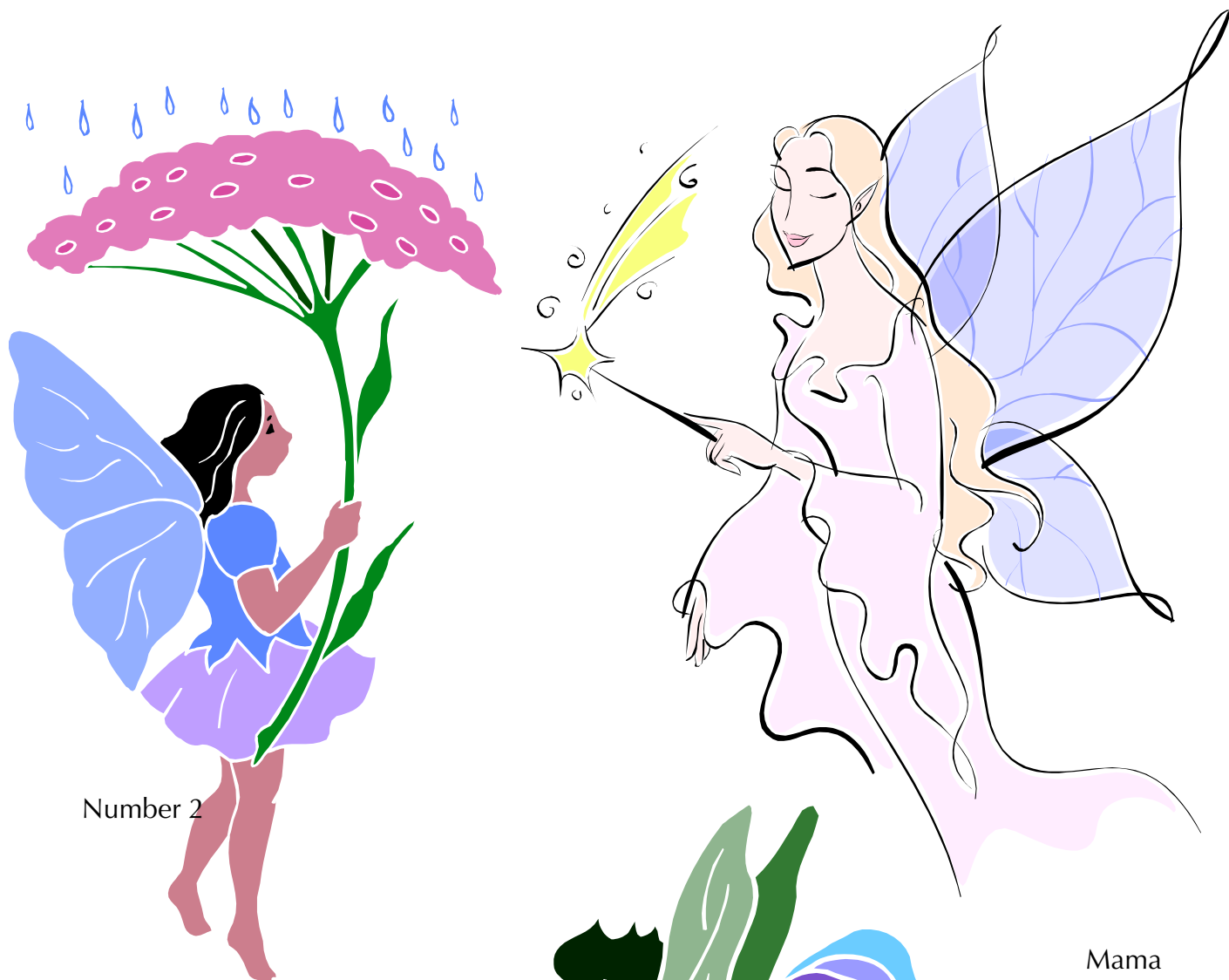
Elaine M. McCracken

**\*Note:** You may wish to create a "grassy dome" out of construction paper and add it after the fairy on the butterfly is removed. Move the other fairies to the top of the dome.

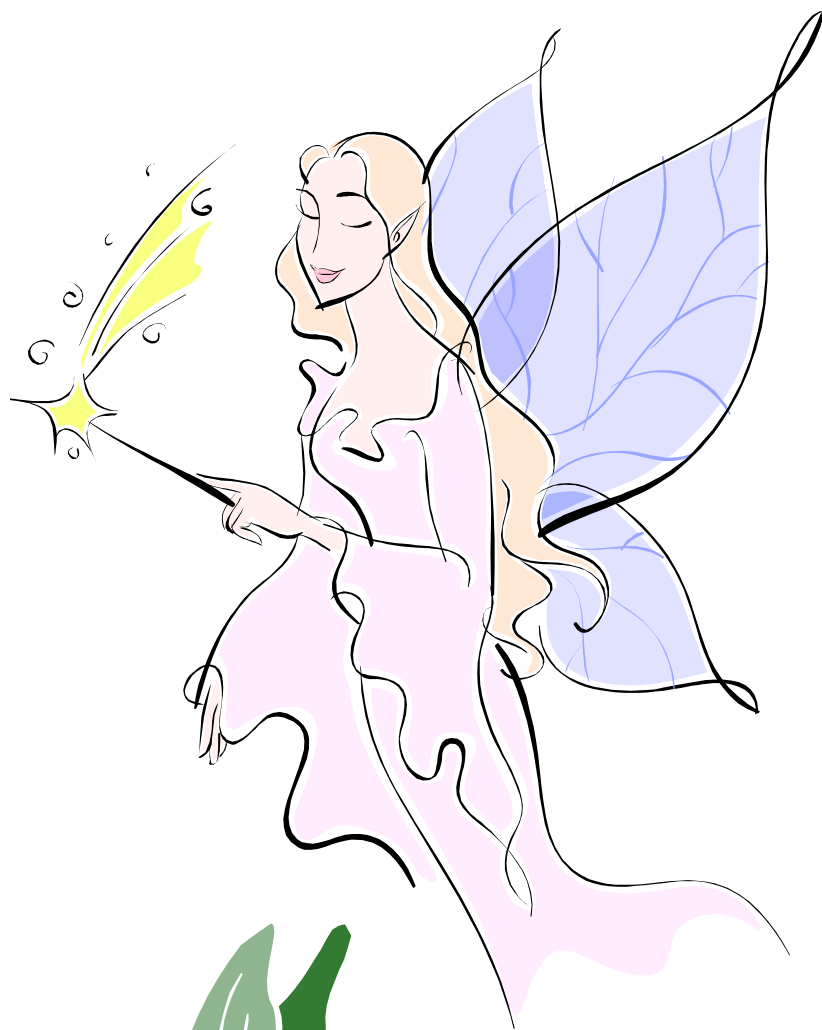


Numbers 3 and 4

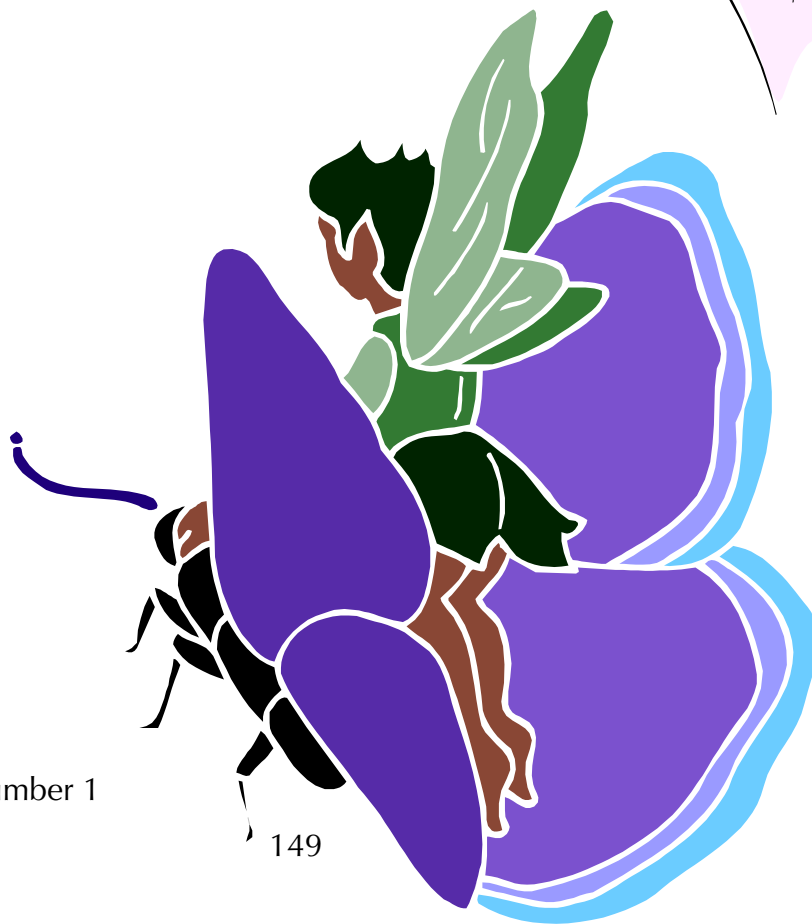




Number 2



Mama



Number 1



## Familiar Nursery Rhymes

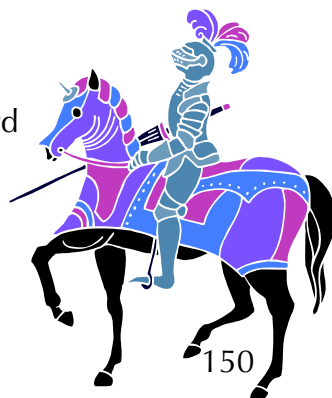


Oh, the grand old Duke of York,  
He had ten thousand men;  
He marched them up to the top of the hill,  
(march in place standing straight and tall)  
And he marched them down again.  
(march in place squatting down)  
And, when they were up they were up;  
(march in place standing straight and tall)  
And when they were down they were down.  
(march in place squatting down)  
But when they were only halfway up,  
(squat down a little)  
They were neither up nor down.  
(stand straight then squat down)

Repeat faster and faster.

Sing a song of sixpence,  
A pocket full of rye;  
Four and twenty blackbirds  
Baked in a pie.  
When the pie was opened,  
They all began to sing.  
Now, wasn't that a dainty dish  
To set before the King?

The King was in his countinghouse,  
Counting out his money;  
The Queen was in the parlor  
Eating bread and honey.  
The maid was in the garden,  
Hanging out the clothes.  
Along there came a big black bird  
And snipped off her nose!



The Queen of Hearts,  
She made some tarts  
All on a summer's day.

The Knave of Hearts,  
He stole the tarts  
And took them clean away.

The King of Hearts,  
Called for the tarts  
And beat the Knave full sore.

The Knave of Hearts,  
Brought back the tarts  
And vowed he'd steal no more.

Old King Cole was a merry old soul,  
And a merry old soul was he.  
He called for his pipe, and he called for his  
bowl,  
And he called for his fiddlers three.

Every fiddler had a fiddle fine,  
And a very fine fiddle had he, had he.  
Twee tweedle dee, tweedle dee, went the  
fiddlers.  
Oh, there's none so rare  
As can compare



## TEN DIZZY DRAGONS

Ten dizzy dragons  
Lived long ago,  
In a land full of magic,  
Where few people could go.

The first dragon wore a garland of flowers.  
The second dragon had magical powers.

The third dragon flew wildly into the air.  
The fourth dragon lived in a jewel-filled lair.

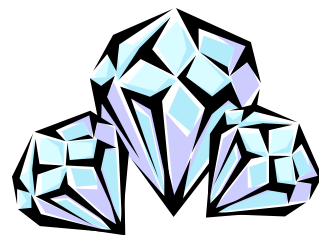
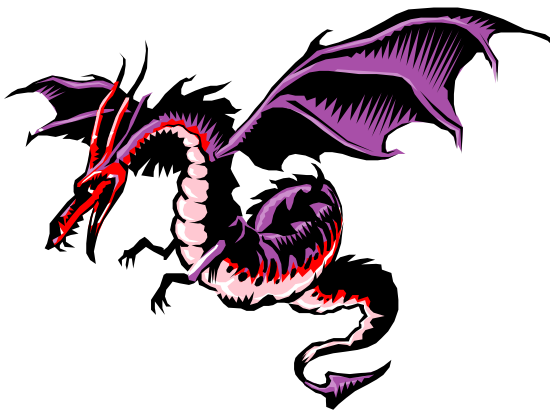
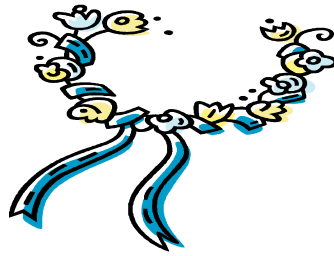
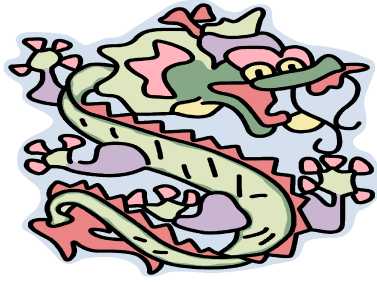
The fifth dragon rescued people from trouble  
The sixth dragon liked to blow pretty bubbles.

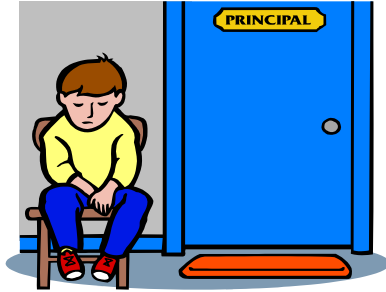
The seventh dragon wore a crown made of gold.  
The eighth dragon had a heart brave and bold.

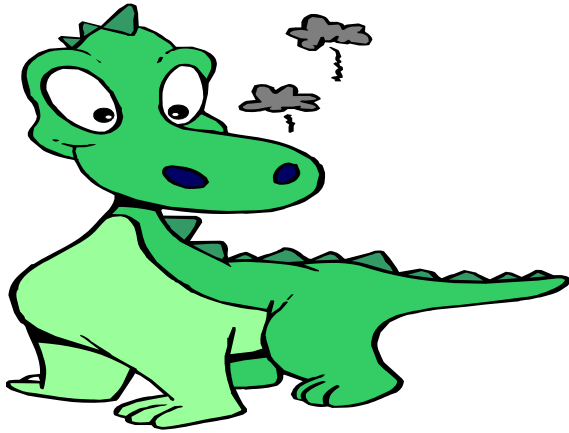
The ninth dragon had a breath of smoky green fire.  
The tenth dragon was a terrible, awful liar.

Ten dizzy dragons  
Lived long, long ago  
In a land full of magic  
Where in your dreams you can go.









SONGS FOR ONCE UPON A TIME



## **The King is on His Throne**

(Tune: The Farmer in the Dell)

The king is on his throne  
The king is on his throne  
Hi ho the derry-o  
The king is on his throne.

The queen is by his side  
The queen is by his side  
Hi ho the Derry-o  
The queen is by his side.

The prince is on his horse  
The prince is on his house  
Hi ho the derry-o  
The prince is on his horse.

The princess is in her tower  
The princess is in her tower  
Hi ho the derry-o  
The princess is in her tower.

The knight is at the gate  
The knight is at the gate  
Hi ho the derry-o  
The knight is at the gate.  
-Judy Griggs, Ellijay, GA

## **The King in the Castle**

(Tune: The Wheels on the Bus)

The king in the castle is strong and just  
Strong and just, strong and just

The king in the castle is strong and just  
Both night and day.

The queen in the castle is calm and true

Calm and true, calm and true  
The queen in the castle is calm and true  
Both night and day.

The prince in the castle is charming and kind. Charming and kind, charming and kind  
The prince in the castle is charming and kind  
Both night and day.

The princess in the castle is sweet and mild  
Sweet and mild, sweet and mild  
The princess in the castle is sweet and mild  
Both night and day.

The knights in the castle are bold and brave  
Bold and brave, bold and brave  
The knights in the castle are bold and brave  
Both night and day.

The jester in the castle is funny and loud  
Funny and loud, funny and loud  
The jester in the castle is funny and loud  
Both night and day.

-Judy Griggs, Ellijay, GA

## **Saw a Great King**

(Tune: Found a Peanut)

Saw a great king, saw a great king  
Saw a great king just now  
I just now saw a great king  
Saw a great king just now.

Saw a good queen, saw a good queen  
Saw a good queen just now  
I just now saw a good queen  
Saw a good queen just now.

Saw a dashing prince, saw a dashing prince  
Saw a dashing prince just now  
I just now saw a dashing prince  
Saw a dashing prince just now.

Saw a lovely princess, saw a lovely princess  
Saw a lovely princess just now

I just now saw a lovely princess  
Saw a lovely princess just now.

Saw a brave knight, saw a brave knight  
Saw a brave knight just now  
I just now saw a brave knight  
Saw a brave knight just now.

Saw a funny jester, saw a funny jester  
Saw a funny jester just now  
I just now saw a funny jester  
Saw a funny jester just now.

-Judy Griggs, Ellijay, GA

### **Goodbye Ladies**

(Tune: Goodnight Ladies)

Goodbye ladies  
Goodbye ladies  
Goodbye ladies  
We're off to see the king.

Merrily we ride along  
Ride along, ride along  
Merrily we ride along  
O'er the rolling hills.

Additional verses:

We're off to see the queen, etc  
We're off to see the prince, etc.  
We're off to see the princess, etc.  
We're off to see the knights, etc  
We're off to see the castle, etc.

-Judy Griggs, Ellijay, GA

### **A King Sailed the Sea**

(Tune: A Sailor Went to Sea, Sea, Sea)

A king sailed the sea, sea, sea  
To see what he could see, see, see  
But all that he could see, see, see  
Was the bottom of the deep blue sea, sea, sea.

Additional verses: a queen sailed, etc;  
a princess sailed, etc; a prince sailed, etc; a knight sailed, etc.

-Judy Griggs, Ellijay, GA

### **The Dragon Flew Over the Kingdom**

(Tune: The Bear Went Over the Mountain)

The dragon flew over the kingdom  
The dragon flew over the kingdom  
The dragon flew over the kingdom  
To see what he could see.

The other side of the kingdom  
The other side of the kingdom  
The other side of the kingdom  
Was all that he could see.

-Judy Griggs, Ellijay, GA

### **The Dragons in the Air**

(Tune: The Wheels on the Bus)

The dragons in the air fly up and down  
Up and down, up and down  
The dragons in the air fly up and down  
All through the day.

The dragons in the battle roar and flame  
Roar and flame, roar and flame  
The dragons in the battle roar and flame  
All through the day.

The dragons in the cave sleep on a bed of gold  
Bed of gold, bed of gold  
The dragons in the cave sleep on a bed of gold  
All through the day.

-Judy Griggs, Ellijay, GA

### **The King is in His Castle**

The king is in his castle  
Ruling night and day  
(nod royally to subjects)  
The wizard is in his dungeon  
Conjuring away  
(wave imaginary wand)



The prince is in her tower  
Waiting for true love  
(place hands on heart)  
While the dragon in the sky  
Is watching from above.  
(hand above eyes, looking)  
-Judy Griggs, Ellijay, GA

### **This is the Way the King Sits and Rules**

(Tune: Mulberry Bush)

This is the way the king sits and rules  
Sits and rules, sits and rules  
This is the way the king sits and rules  
So early in the morning.

This is the way the jester jumps and spins  
Jumps and spins, jumps and spins  
This is the way the jester jumps and spins  
So early in the morning.

This is the way the knights charge and fight  
Charge and fight, charge and fight  
This is the way the knights charge and fight  
So early in the morning.  
-Judy Griggs, Ellijay, GA

### **Ten Little Dragons**

(Tune: Ten Little Indians)

One little, two little, three little dragons  
Four little, five little, six little dragons  
Seven little, eight little, nine little dragons  
Ten little fiery dragons.

Ten little, nine little, eight little dragons  
Seven little, six little five little dragons  
Four little, three little, two little dragons  
One little fiery dragon.  
-Judy Griggs, Ellijay, GA

## **Ten Armored Knights**

Ten armored knights all in a row  
(hold up ten fingers)  
Just shout "Charge!" and watch them go  
(hand to mouth to shout)  
They charge to the left and then to the right  
(point left, then right)  
Then they charge away clear out of sight!  
(hand above eyes, looking)  
-Judy Griggs, Ellijay, GA

## **This Knight**

This knight is brave and strong  
(hold up arm, make muscle)  
This knight has a sword that's very long  
(hold hands far apart)  
This knight's lance is straight and true  
(hold out arm straight)  
This knight's shield is brand new  
(point to shield)  
This knight's armor is shiny and bright  
(polish armor)  
This knight here just likes to fight.  
(shake fist)  
-Judy Griggs, Ellijay, GA

## **Dragon, Dragon**

Dragon, dragon in the cave  
(point to door)  
Dragon, dragon wave, wave, wave  
(wave)  
Dragon, dragon on the floor  
(point to floor)  
Dragon, dragon snore, snore, snore  
(lay head on hands)  
Dragon, dragon in the sky  
(point to ceiling)  
Dragon, dragon fly, fly, fly  
(flap arms) -Judy Griggs, Ellijay, GA

### **Three Bold Knights**

(Tune: Three Blind Mice)

Three bold knights  
See how they ride  
They all ride around on golden steeds  
For honor, helping all who are in need  
Did you ever hear of such daring deeds  
As three bold knights?

-Judy Griggs, Ellijay, GA



## ONCE UPON A TIME RIDDLES

What does the Big Bad Wolf eat when he has dinner in a restaurant?  
The waitress

What is the Big Bad Wolf's favorite musician?  
Wolfgang Mozart

What do dragons have that nothing else has?  
Baby dragons.

Why is it so hard to talk to a dragon?  
The conversations drag-on and on.

What side of the dragon has the most scales?  
The outside

What do you get when a giant sneezes?  
Out of the way.

What fairy tale tells the story of a beautiful princess who spied on her friends?  
Peeping Beauty

What story is about a princess who cries a lot?  
Weeping beauty

How fast can the three bears run from angry bees?  
Not fast enough

What do you call a fairy that hasn't taken a bath?  
Stinkerbell

Why was the witch's broom late for work?

It overswept.  
What weighs 5,000 pounds and wears glass slippers?  
Cinderelphant!

Why did Cinderella get kicked off the basketball team?  
Because she ran away from the ball.

What knights rode camels?  
The Arabian Knights.

What fish did the knights eat?  
Swordfish

What time is it when a knight looks at his belly button?  
It is the middle of the knight (night).

What would you call a knights caught in a windstorm?  
A nightingale

Why do dragons sleep during the day?  
So that they can fight knights (nights)

What is known as a terrible dream?  
A nightmare (nightmare)

What weapon is most feared by knights?  
A can opener

What does the Big Bad Wolf eat in a restaurant? A: The waiter.

What should you say to a two-headed dragon? A: Bye-bye

What do dragons have that nothing else has? A: Baby Dragons

What does a bored giant say? A: Fee-fie-ho-hum

What fairy tale is about a princess who cries a lot?  
A: Weeping Beauty (from Kiss a Frog)

How long is Cinderella's glass slipper?

A: One foot long

Who had big ears, weighed seven thousand pounds and married a handsome prince?

A: Cinderelephant.

What fairy tale tells of a pretty girl who was ordered to clean house for a hundred years?

A: Sweeping Beauty

Why did the prince climb Rapunzel's Hair?

A: Because the elevator was broken

What attracts knights in shining armor even more than fair maidens?

A: Magnets



# Chapter 6

## CRAFTS





## *CASTLE CRAFTS*

### **Milk Carton Castles**

Materials needed: Milk cartons with tops cut off, scissors, colored paper, crayons/markers. (Younger children might find it easier to work with shorter, wider shapes such as shoe boxes.)

Cut a fortress edge from the tops of the milk cartons. Even small scissors will work for this.

Wrap with paper and color on doors, windows, stones and drawbridge.

Cut door. Bend down to form drawbridge.

Tape toilet paper rolls on either side for turrets and top with inverted conical paper cups.

### **Sand Castles**

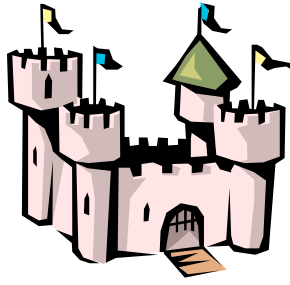
Use dishpans filled with sand and spray bottles to make individual sandcastles. Sand must be damp to hold together. Use the spray bottles filled with water to keep the sand moist. Use a variety of sizes of cups to make castle turrets. Use spoons to carve a moat around each castle.

### **Drip Castles (for younger children)**

Messy but fun. Scoop some sand into a bucket of water. Take a handful of sand and water and let the sand drip off onto mounds of sand in each dishpan. Repeat until desired effect is reached.

### **Spool Castles**

Children can make small castles by gluing together wooden spools. These may be purchased from craft stores. Add tiny banners and pennants made of brightly colored scraps of paper or fabric glued to a toothpick, a moat of blue paper or cellophane, a dragon to give it an authentic look. You could display these in the library for a few weeks and then let children take them home.



## Wallpaper Castles

These would also be good for an in-library summer display. As a craft, it is best for older children.

Supplies: Wallpaper samples or other stiff paper, scissors, glue or tape, ruler, cardboard tube rolls, juice cans.

Cut paper into strips varying in width and length. Glue or tape the ends together to make cylinders. Toilet paper or paper towel rolls and juice cans can also be covered and used.

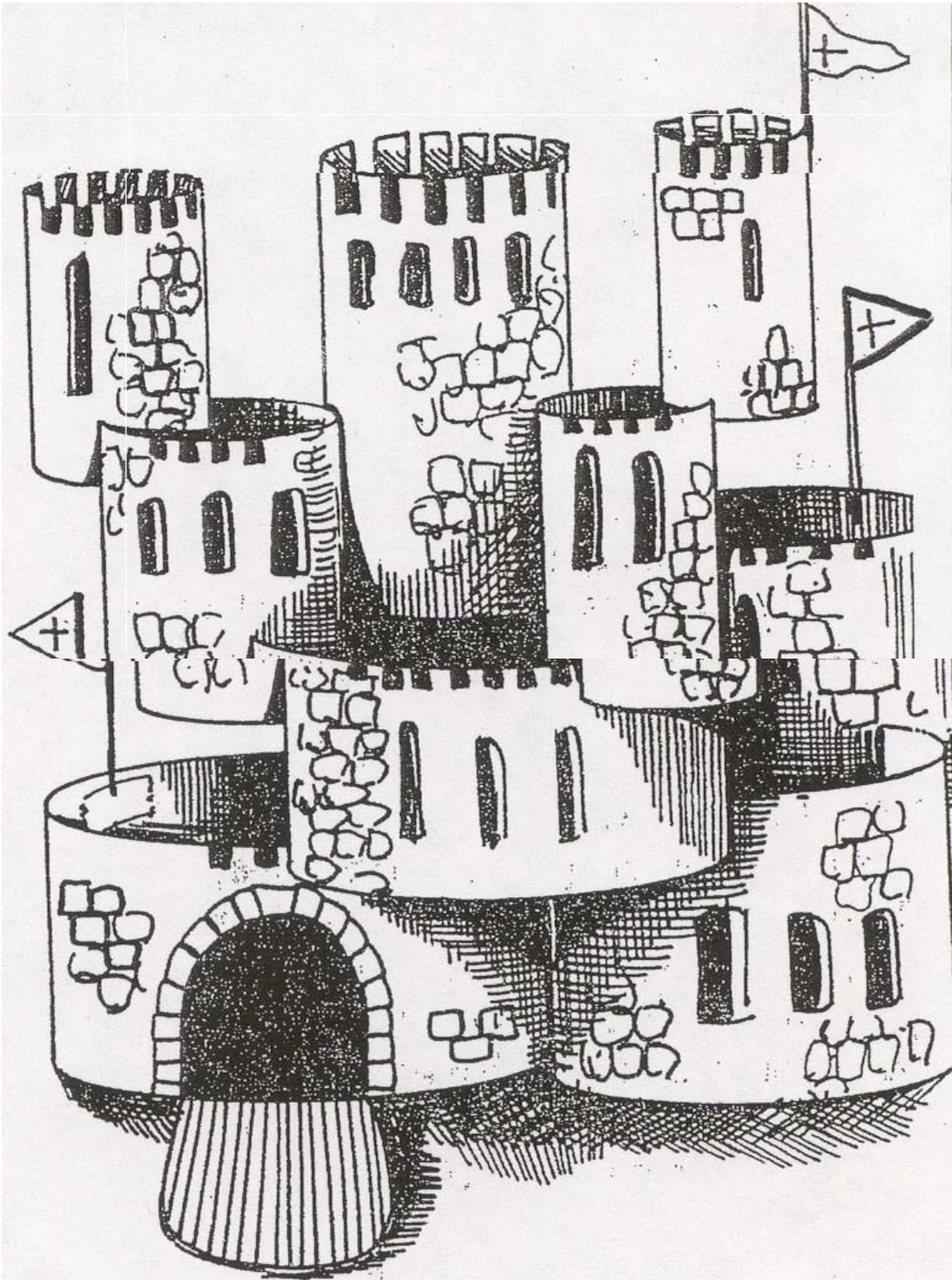
Cut two slits in each cylinder about 2" apart and 1" deep. Once these slits interlock, the castle will hold together even if you stack it high.

Cut windows and doors before you begin stacking. Stack with the largest cylinders on the bottom. Making the base broad results in a sturdier castle.

Cut teeth in one end of the last layer of cylinder to make the turrets.

# *MAKE A CASTLE*

See next page for instructions



This can be used to create a display or as an activity for older children. Cut all supplies in advance if using for a program activity.

### **Supplies:**

Wallpaper samples or stiff paper  
Scissors  
Glue or Tape  
Ruler  
Cardboard tube rolls  
Juice Cans

### **Procedure:**

Cut wallpaper or stiff paper into strips varying in width and length.

Glue or tape the ends together to make cylinders. Toilet paper rolls, paper towel rolls, and juice cans can be covered and used as well.

Cut two slits in each cylinder about 2" apart and about 1" deep. Once these slits interlock, your castle will hold together no matter how high you stack it.

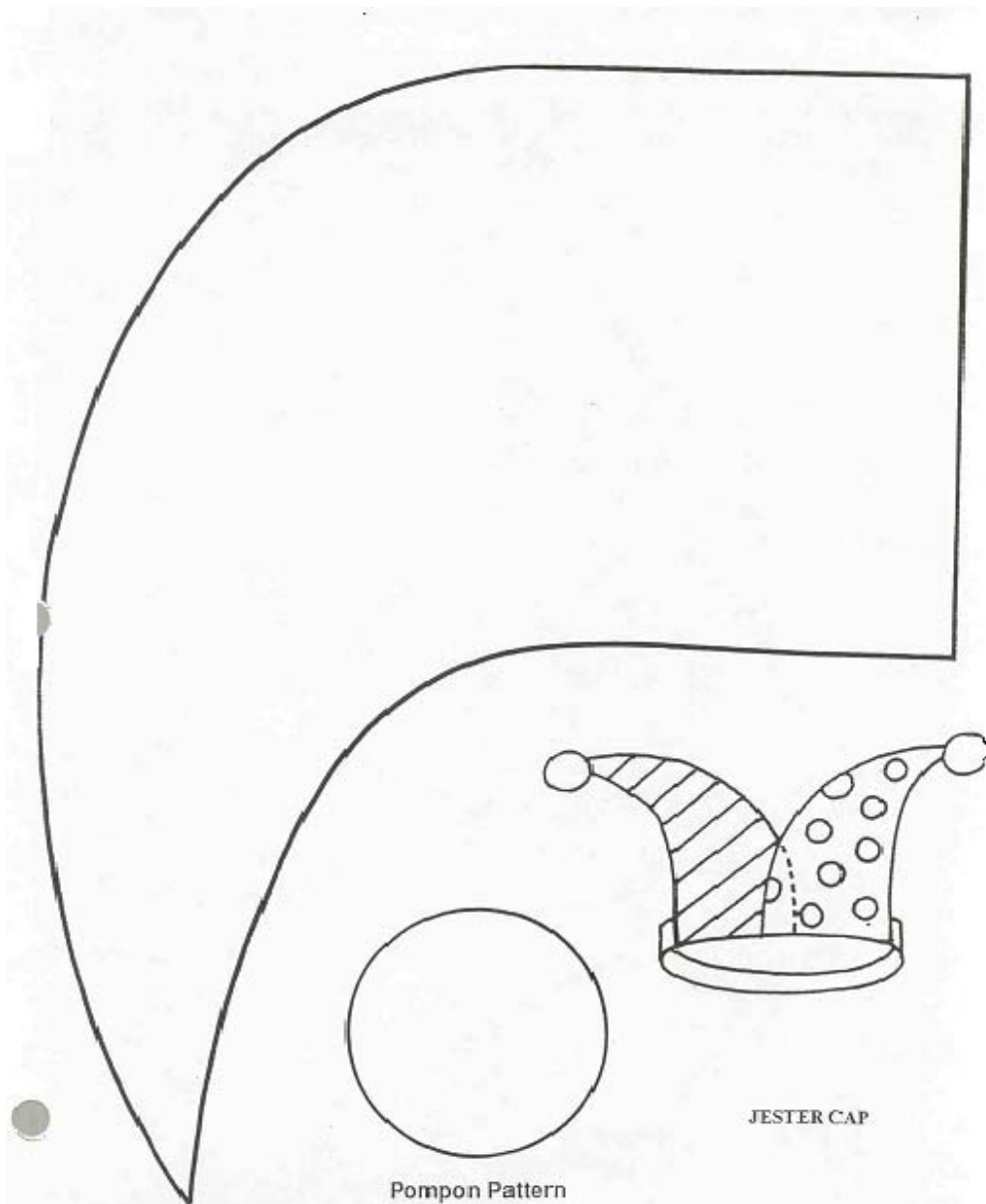
Cut windows and doors in the cylinders before you begin stacking.

Stack your castle with the largest cylinders on the bottom. The broader the base, the sturdier the castle.

## ***CRAFT— MAKE A CROWN***

- *Cut a rectangle out of white paper about 32 ½" by 7 ½."*
- *Cover one side with gold paper.*
- *Cut out 2 ½" square out of white paper.*
- *Draw a triangle on it as shown and cut out.*
- *On the back of the rectangle draw a straight line 2 ½ inches from the top. Place the triangle on the line. Draw around it until you come to the end of the line.*
- *Cut along the zigzag line. Use the gold triangles to cover the points of the crown on the inside.*
- *Stick the ends of the rectangle together to make a cylinder.*
- *Cut two strips of white paper 10" x 1" and two more of gold paper. Tick the white strips crosswise inside the top of the crown.*
- *Cut a circle of colored tissue paper the same size as the base of the crown. Cut it into four pieces. Stick the edges of each one to the white strips. Stick the strips of gold paper over the tissue page in the same position as the white strips.*
- *You can decorate the crown with shapes cut out of shiny paper,*

# JESTER HAT PATTERN



## Lollypop Jester

Make a jester to amuse the royal family! Use a round, flat lollypop on a sturdy stick and the patterns below. Cover the original wrapping with a circle of paper, draw face. Cut a hat shape out of bright felt; glue tiny pompoms to the ends; glue hat to head. Cut out several collars from bright felt; glue to the stick.

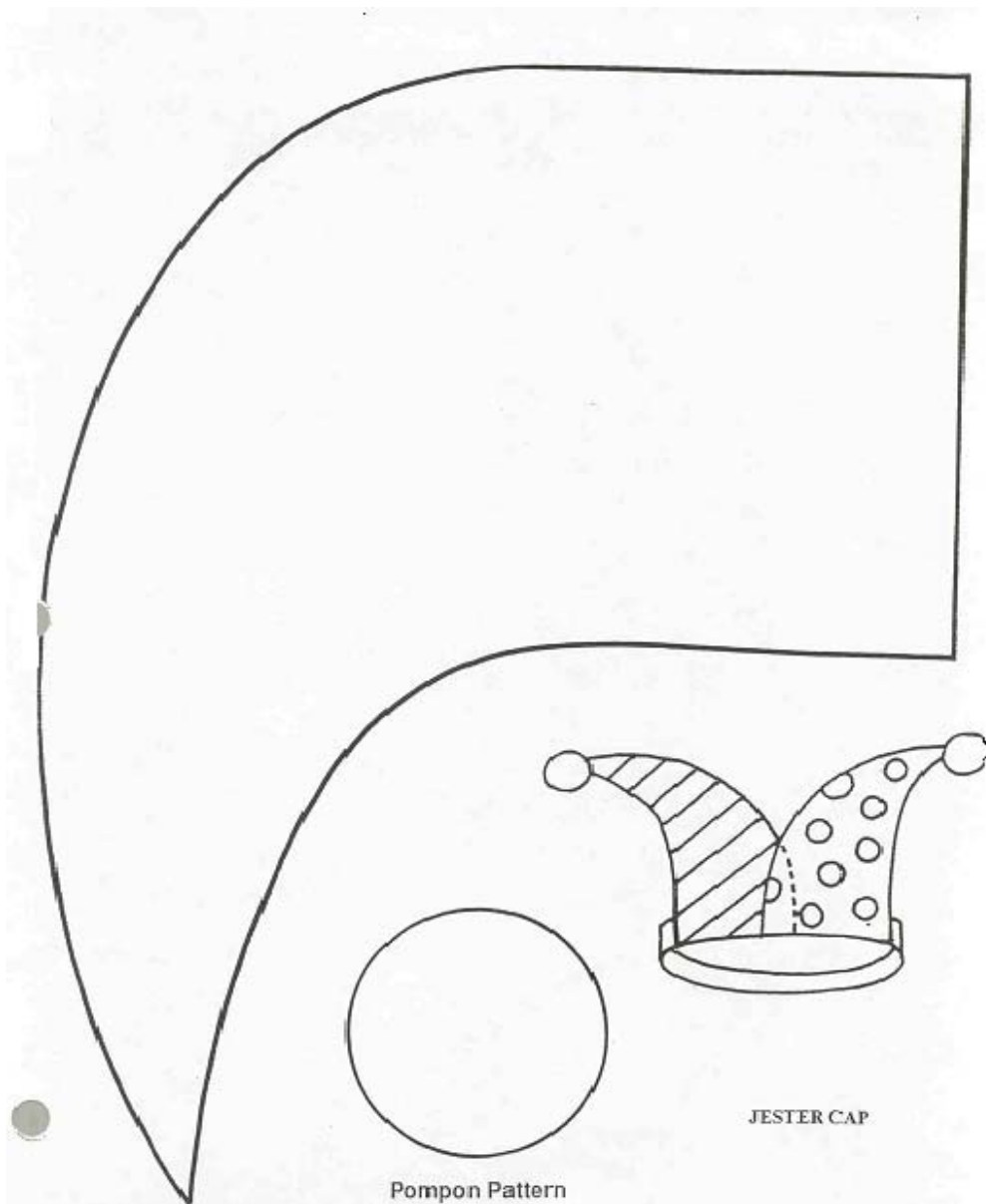
Hat



Collar

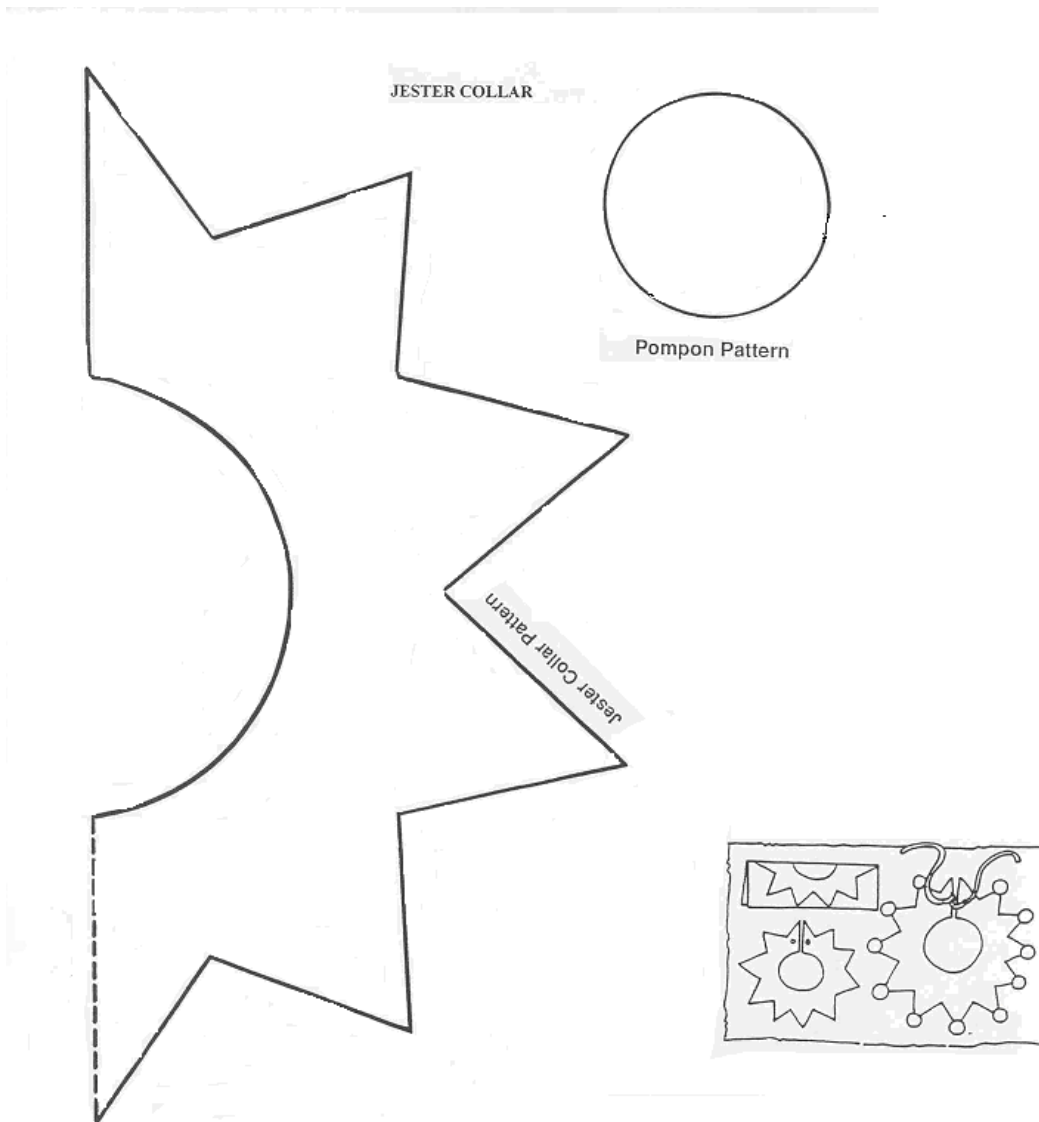


# JESTER HAT PATTERN



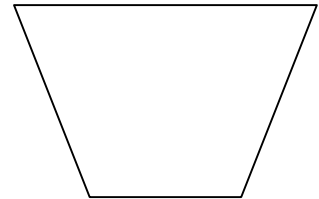
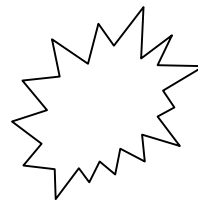
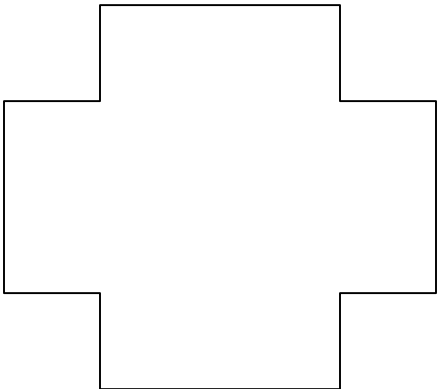
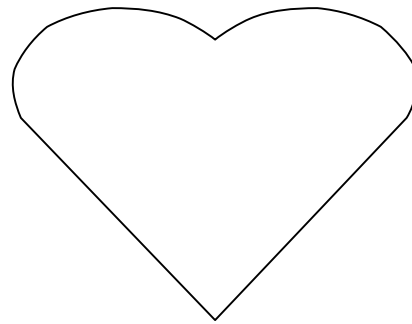
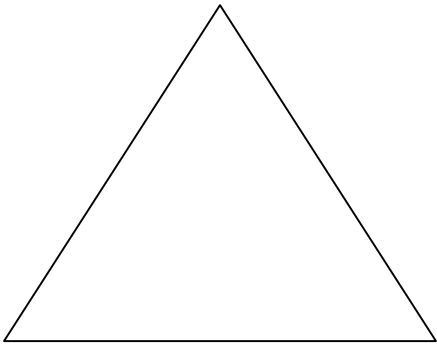
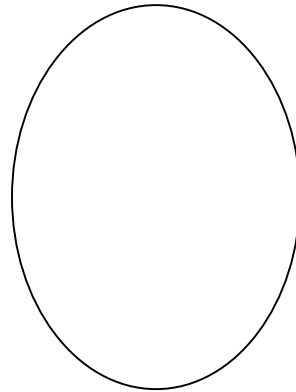
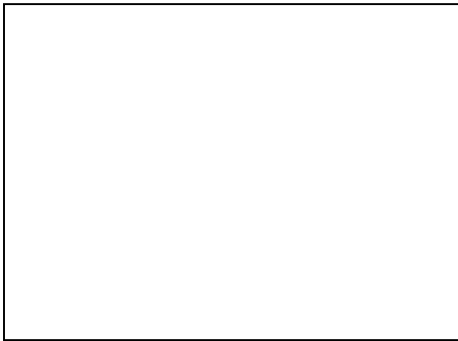


# JESTER COLLAR PATTERN



## **PAPER JEWELS/ SHAPES TO COLOR AND CUT**

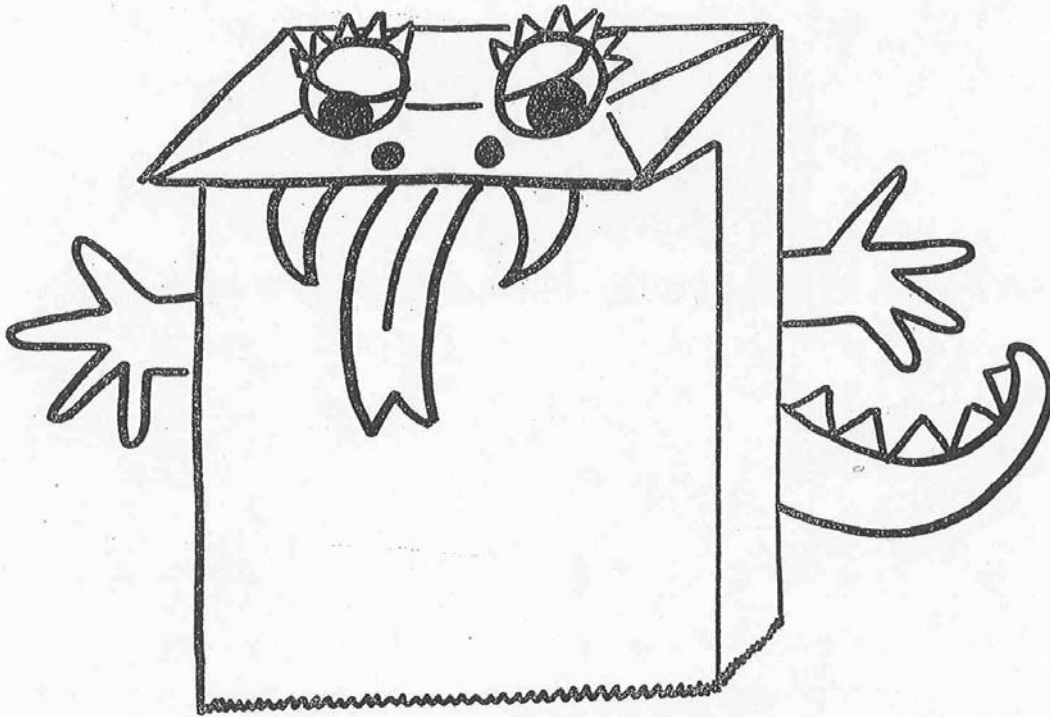
Use these shapes to add jewels to a paper crown.



## DRAGON PUPPETS

You will need:

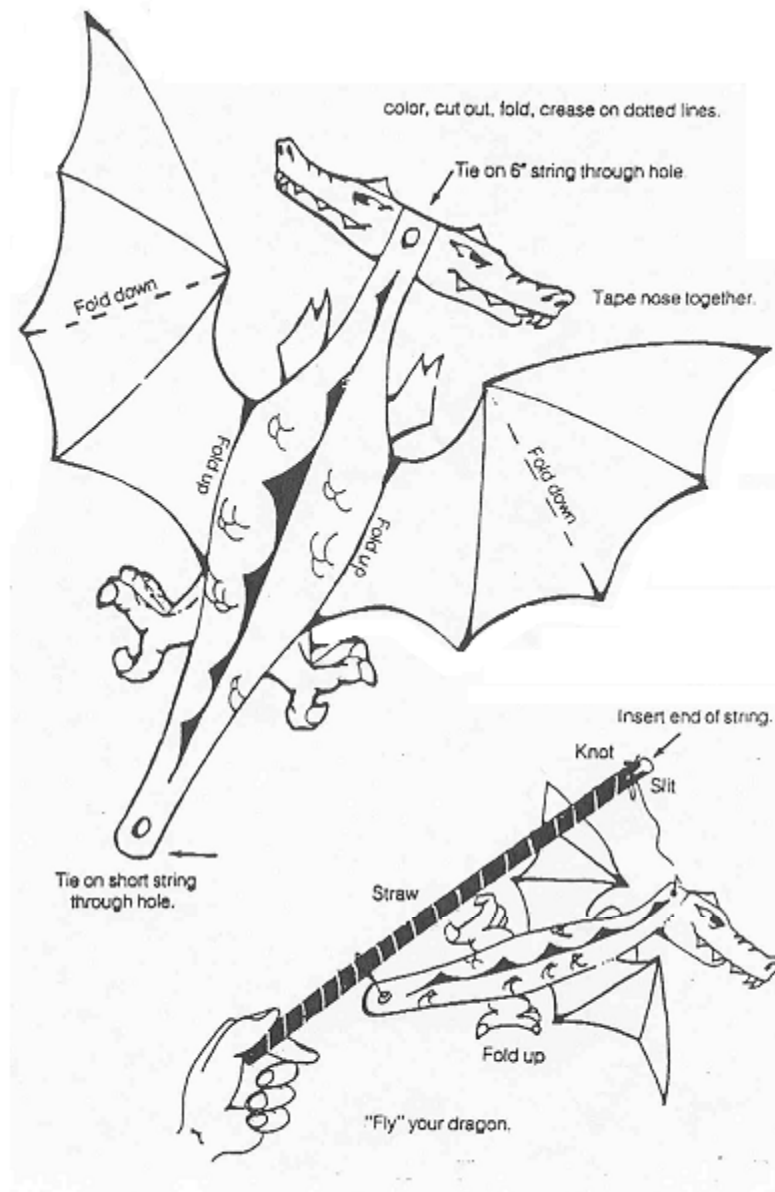
brown lunch bag-sized paper bags, crayons, glue, scissors and various colors of construction paper. Older children can cut out and design their own fangs, tongues, arms, and tails and eyes, but you might want to provide precut pieces for younger children. Allow time for children to play with their finished products or some type of dragon puppet show in which all children could participate. And pass out cinnamon candies for "dragon's breath."



# Chapter 7

## CRAFTS

## FLYING DRAGON



## FROG PAPER BAG PUPPET

Materials: Paper plates

Cotton balls

Green, black and red construction paper

Instructions:

- Fold a paper plate in half.
- Color the outside of the plate green. To save time, you might want to spray paint the plates green.
- Cut two 1" by 6" strips out of construction paper. (Save time by doing this before the program.)
- Glue one paper strip to the top half of the folded plate and the other strip to the bottom half to make hand holds.
- Glue two cotton balls on the rim of the top half of the plate for eyes.
- Attach a small circle of black construction paper to each cotton ball.
- Cut a long tongue shape out of red construction paper and glue it to the inside of the folded paper plate.
- Cut two 1" x 4" strips and two 1" x 6" strips out of green construction paper.
- Glue the shorter strips to the sides of the paper plate for arms and the longer strips to the bottom of the plate for legs.

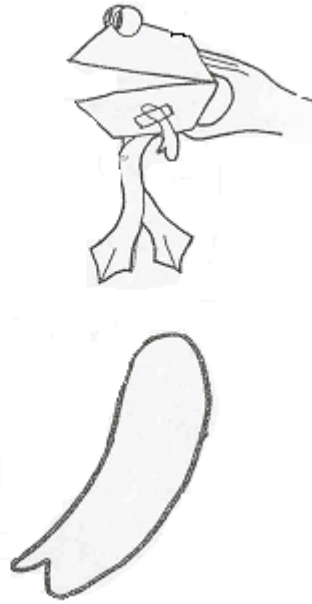
## BURGER BOX FROG PUPPET



LEGS

Cut two legs.  
Tape to bottom of box.

Color, add eyes.



ARMS

Cut two arms  
Tape to side of box.

## FROG SOCK PUPPET



Materials needed:

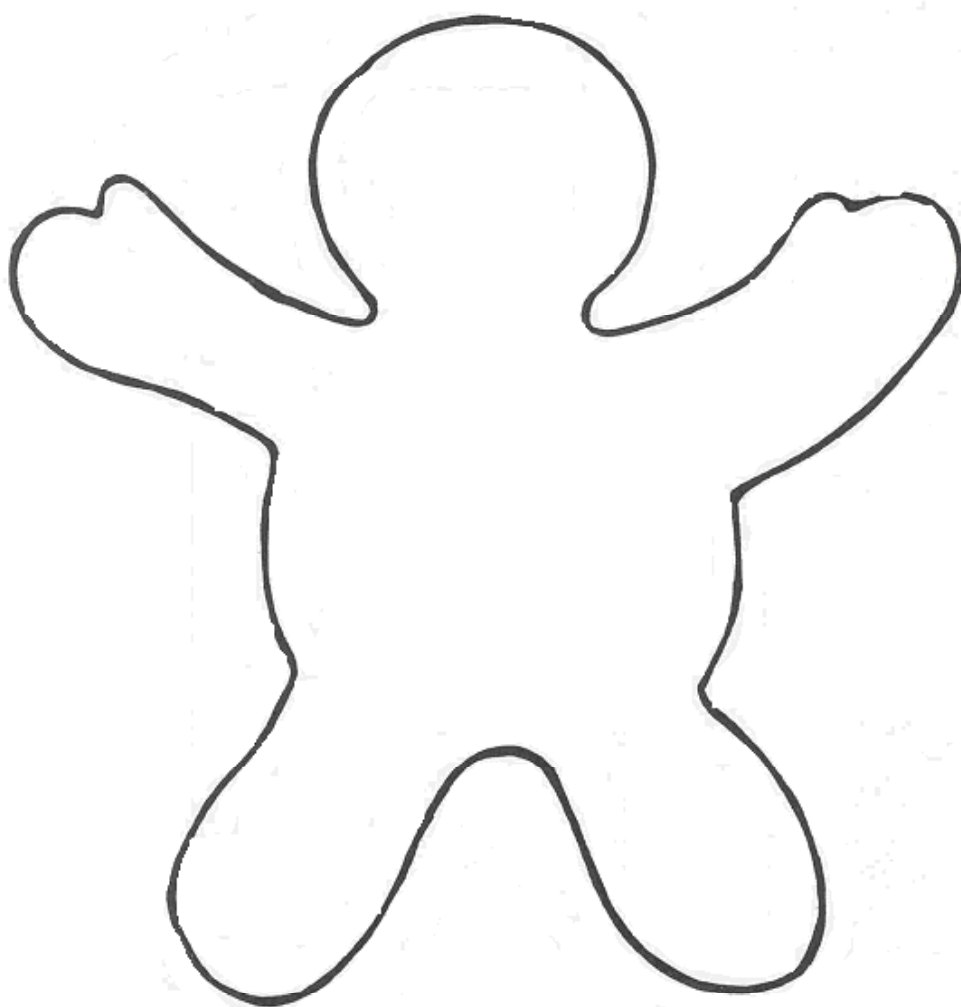
- Cotton balls or facial tissues
- Short pieces of string or rubber bands
- Scissors
- Black markers
- Old child sized socks (green if possible)

Instructions:

- Squeeze three cotton balls or a facial tissue into a tight wad.
- Stuff this into one side of the toe of a sock to make an eye for the frog
- Cut a short piece of string about 6 inches long.
- Tie the string around the bottom of the bulge to hold the eye in place on the sock or use a rubber band.
- Repeat for other eye
- With a marker, draw a large pupil on each eye.

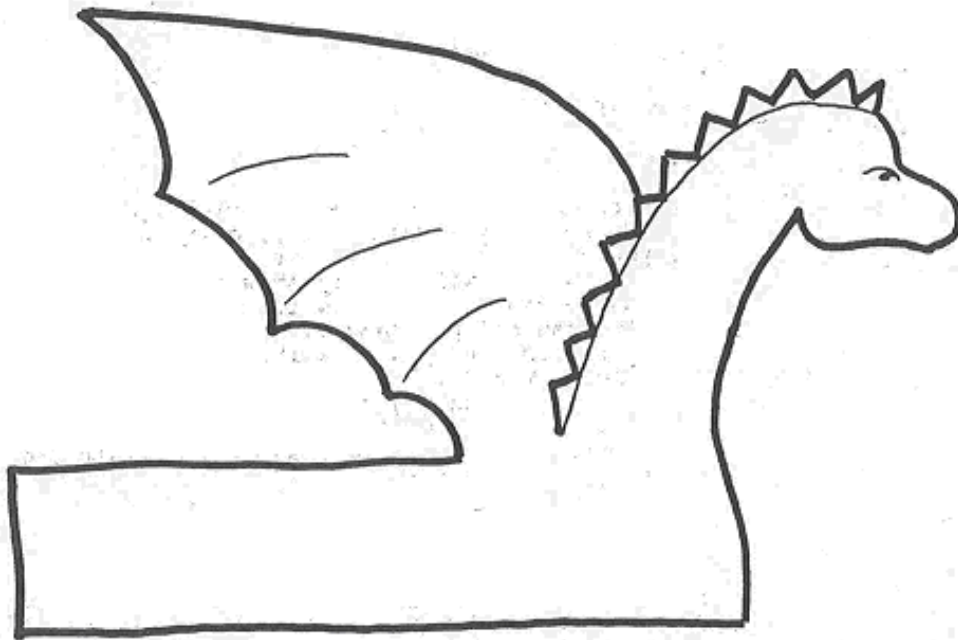
To work this frog puppet, put one hand inside the sock with your fingers in the toe and your thumb in the heel. Open and close the hand to make the puppet “talk.” If the head looks too flat, stuff a wad of paper towel into the toe of the sock to make it rounded.





## DRAGON FINGER PUPPET

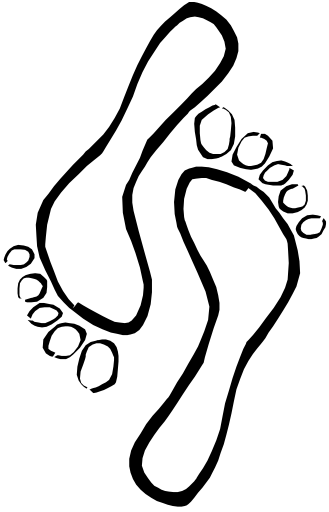
For Magic and Make - Believe  
Preschool Storytime



*For directions for making a fire breathing dragon go to:*  
<http://www.thebestkidsbooksite.com/chinesenewyears crafts.cfm>

# African Stick Puppets



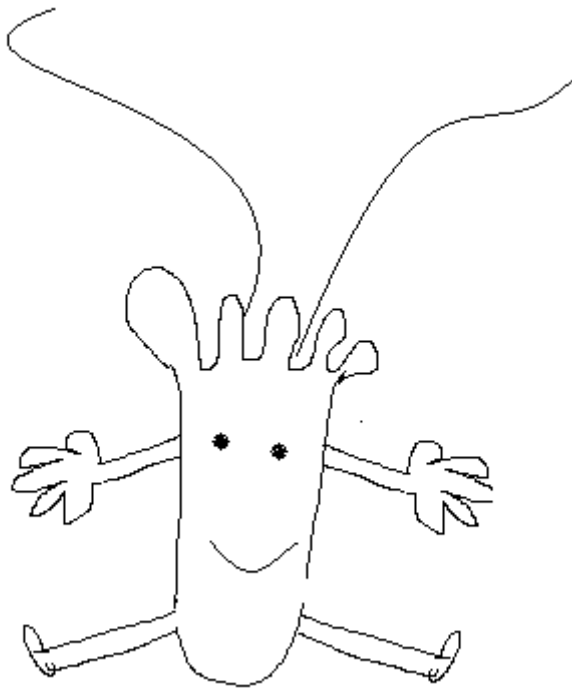


## CREATE A FOOTY FANTASY CREATURE

Supplies needed: paper, crayons

- Have children trace their foot. You can help younger children.
- Encourage each child to create a footy fantasy creature. Stress using their imaginations. The creatures can have wings, tails, feathers, fun, scales, antennae, etc. They can use as many colors as they like.

If you want children to be able to make three-dimensional art, you can have on hand construction paper, feathers, fun, craft foam, etc.



# **CREATE A CREATURE CONTEST AT THE PUBLIC LIBRARY**

## **ATTENTION ALL KIDS!**

**This contest is sponsored by the Children's Department. Use your imagination. Your idea should be original.**

**Use any materials you like as long as the creature is three dimensional. It must be able to be viewed from all sides. Use boxes, egg cartons, foil pans, plastic or paper plates, cardboard tubes, clay, etc.**

**Entries must be received at the library by  
\_\_\_\_\_ (day, date,time). Attach entry form.**

**All entries will be displayed in the library, and prizes will be awarded.**

**NAME** \_\_\_\_\_

**ADDRESS** \_\_\_\_\_

**PHONE** \_\_\_\_\_ **AGE** \_\_\_\_\_

**TITLE OF YOUR CREATURE:**

\_\_\_\_\_



# Chapter 8

## ACTIVITY SHEETS





# Amazing Legends word search

FIND THESE WORDS:

PRIMARY LEVEL

WOLF  
BEAR  
RAIN  
FIRE

DRAGON  
AMAZING  
EAGLE  
FOOD

GIANT  
JACK  
BEANSTALK

H	R	D	I	W	W	E	A	J	N	B	M
H	W	H	A	O	O	R	G	A	O	I	L
Y	R	A	E	B	L	I	F	C	G	L	R
A	R	A	I	N	F	F	O	K	A	G	Y
B	E	A	N	S	T	A	L	K	R	N	E
D	P	R	R	A	R	U	O	J	D	I	A
D	E	Z	L	Q	T	O	F	D	V	Z	G
G	O	L	D	I	L	O	C	K	S	A	L
V	Y	L	G	H	S	F	J	Q	S	M	E
G	I	A	N	T	H	Z	N	V	H	A	V
D	O	O	F	J	H	D	U	U	O	F	E

# Amazing Legends word search

FIND THESE WORDS:

DIFFICULT LEVEL

PAUL BUNYAN  
GIANT  
DRAGON  
ANANSI  
CYCLOPS  
JOHN HENRY  
BEANSTALK

WOLF  
ROBIN HOOD  
JACK  
BLUE  
CINDERELLA  
STEPSISTERS  
RED RIDING HOOD

GRANDMA  
GOLDILOCKS  
AMAZING  
LEGENDS  
FINN MCCOUL  
COYOTES  
BLUE BONNET

R	J	P	A	U	L	B	U	N	Y	A	N	A	H	Z	L	S	T
F	E	S	T	U	O	N	L	D	U	M	S	L	M	K	Z	R	N
P	L	D	D	R	A	G	O	N	O	R	K	L	A	F	B	H	A
M	K	W	R	N	Z	H	J	S	E	B	C	E	U	L	X	G	I
U	A	H	F	I	E	M	B	T	L	N	O	R	U	C	H	J	G
N	N	K	X	C	D	G	S	U	Y	I	L	E	U	F	O	X	D
C	A	L	L	F	N	I	E	R	L	E	I	D	N	K	B	S	N
Y	N	M	F	U	S	B	N	L	Z	L	D	N	C	J	E	Q	Q
C	S	S	D	P	O	E	E	G	G	G	L	I	W	T	A	N	Z
L	I	Y	E	N	H	C	T	A	H	Z	O	C	O	M	U	C	U
O	R	T	N	N	A	T	C	D	R	O	G	Y	A	I	N	Y	K
P	S	E	H	X	E	R	G	M	L	S	O	Z	Z	H	O	M	Q
S	T	O	L	K	K	N	G	H	N	C	I	D	Q	M	T	K	U
Z	J	H	Y	B	N	R	O	B	I	N	H	O	O	D	Y	Q	W
T	A	N	J	K	N	Q	F	R	G	B	I	F	Z	H	T	L	Q
Y	D	E	B	E	A	N	S	T	A	L	K	F	L	O	W	B	F

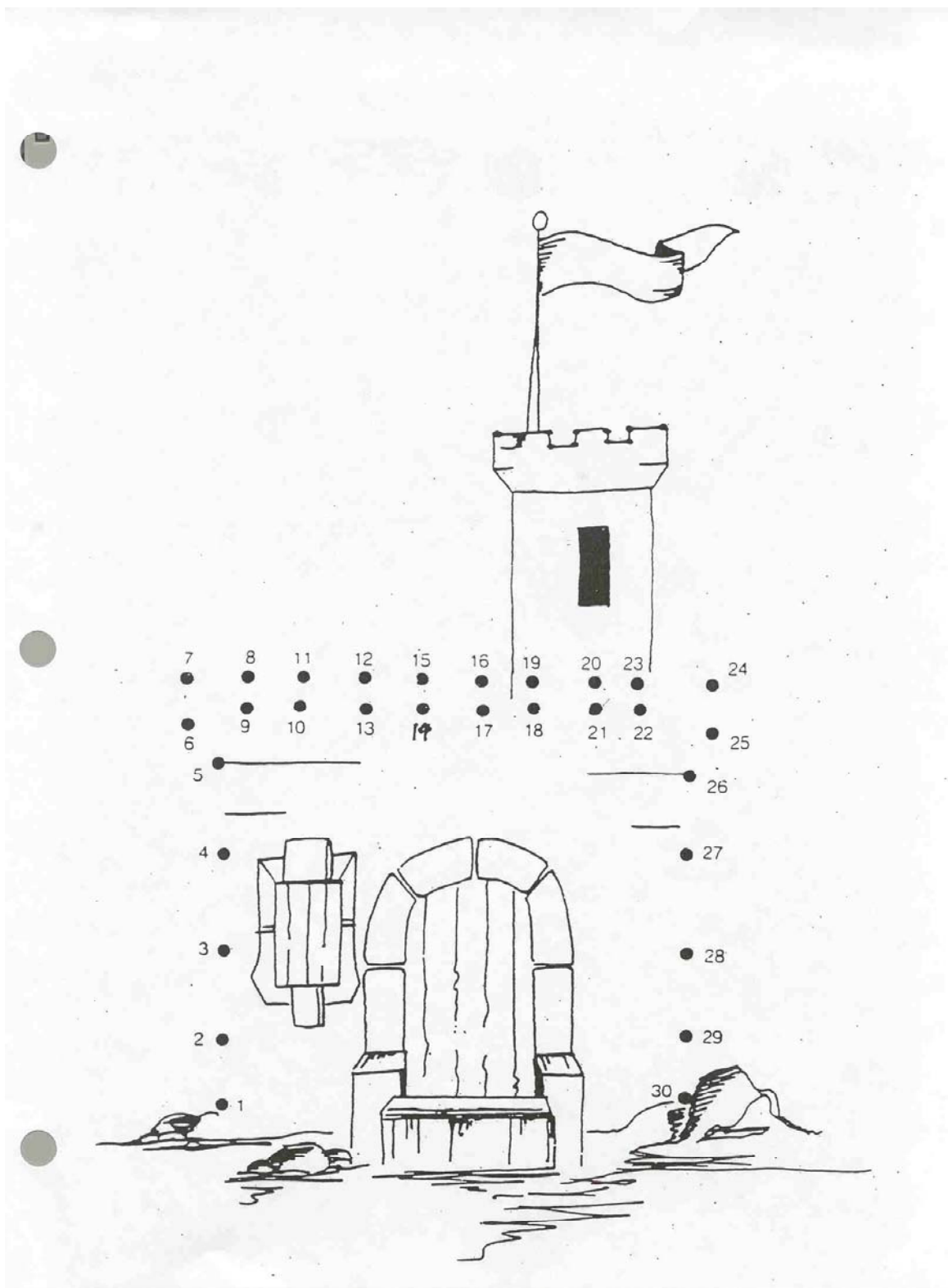
amazing legends word search  
solutions

(Primary)

H	R	D	I	W	E	A	J	N	B	M
H	W	H	A	O	O	R	G	A	O	I
Y	R	A	E	B	L	I	F	C	G	L
A	R	A	I	N	F	F	O	K	A	G
B	E	A	N	S	T	A	L	K	R	N
D	P	R	R	A	R	U	O	J	D	I
D	E	Z	L	Q	T	O	F	D	U	Z
G	O	L	D	I	L	O	C	K	S	A
U	Y	L	G	H	S	F	J	Q	S	M
G	I	A	N	T	H	Z	N	U	H	A
D	O	O	F	J	H	D	U	U	O	F

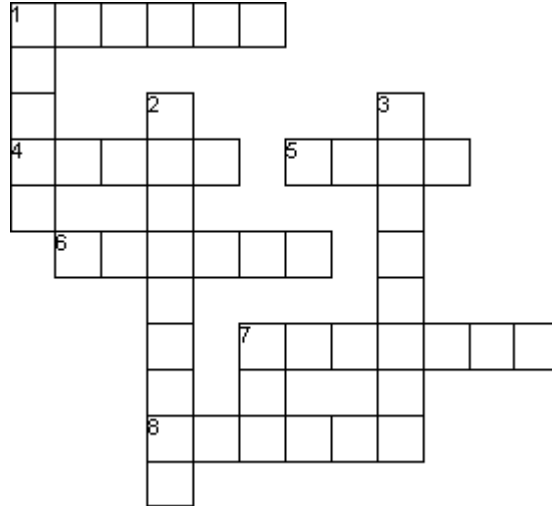
(Difficult)

R	J	P	A	U	L	B	U	N	Y	A	N	A	H	Z	L	S	T
F	E	S	T	U	O	N	L	D	U	M	S	L	M	K	Z	R	N
P	L	D	D	R	A	G	O	N	O	R	K	L	A	F	B	H	A
M	K	W	R	N	Z	H	J	S	E	B	C	E	U	L	X	G	I
U	A	H	F	I	E	M	B	T	L	N	O	R	U	C	H	J	G
N	N	K	X	C	D	G	S	U	Y	I	L	E	U	F	O	X	D
C	A	L	L	F	N	I	E	R	L	E	I	D	N	K	B	S	N
Y	N	M	F	U	S	B	N	L	Z	L	D	N	C	E	Q	Q	
C	S	S	D	P	O	E	E	G	G	L	I	W	T	A	N	Z	
L	I	V	E	N	H	C	T	A	H	Z	O	C	O	M	U	C	U
O	R	T	N	N	A	T	C	D	R	O	C	Y	A	I	N	Y	K
P	S	E	H	X	E	R	G	M	L	S	O	Z	Z	H	O	M	Q
S	T	O	L	K	K	N	G	H	N	C	I	D	Q	M	T	K	U
Z	J	H	Y	B	N	R	O	B	I	N	H	O	O	D	Y	Q	W
T	A	N	J	K	N	Q	F	R	G	B	I	F	Z	H	T	L	Q
Y	D	E	B	E	A	N	S	T	A	L	K	E	F	L	O	W	B



# CHILDREN'S BOOK CHARACTERS

Complete the puzzle using the clues shown below.



## Across

1. Laura Ingalls\_\_\_\_\_
4. How many goats were named Gruff.
5. Goldilocks sat in a chair owned by a \_\_\_\_\_.
6. The Very \_\_\_\_\_ Caterpillar
7. George is a \_\_\_\_\_ monkey
8. The \_\_\_\_\_ Red Hen baked all by herself.

## Down

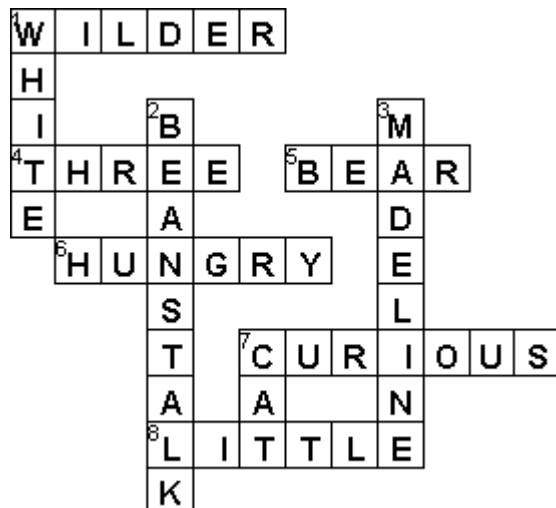
1. Snow \_\_\_\_\_ .
2. Jack climbed this.
3. A little girl who lives in Paris.
7. The \_\_\_\_\_ in the Hat.



Created with Discovery Channel School's PuzzleMaker.

# CHILDREN'S BOOK CHARACTERS

Complete the puzzle using the clues shown below.



## Across

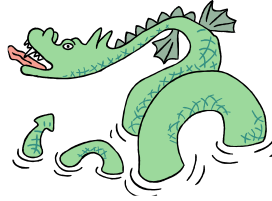
1. Laura Ingalls \_\_\_\_\_
4. How many goats were named Gruff.
5. Goldilocks sat in a chair owned by a \_\_\_\_\_.
6. The Very \_\_\_\_\_ Caterpillar
7. George is a \_\_\_\_\_ monkey
8. The \_\_\_\_\_ Red Hen baked all by herself.

## Down

1. Snow \_\_\_\_\_ .
2. Jack climbed this.
3. A little girl who lives in Paris.
7. The \_\_\_\_\_ in the Hat.



# DRAGON WORD SEARCH



Find the hidden words within the grid of letters.

Created with Discovery Channel School's PuzzleMaker.

C C D X D C J S U S G X R V T Z T D Y L  
Y M U E F A E K N I G H T S B U W R U A  
W O N J B S S R A R M O R F P V I A G N  
G A G P P T T F I R E S U G X G Z W Z C  
M T E Y L L E U H M R V C S P Y A B H E  
H N O A C E R T U R R E T W H V R R N Q  
S K N H S O G F S B K F A O U D D I O O  
D A M S E L P R C I H M B R E X P D X F  
M A G I C J M S A P A I Y D T D R G C F  
O U N I C O R N L I T S R K O K O E W S  
G A U N T L E T E J P D F K Z T F A U W  
L Q D L F G R V S K D G U S T W Q K F X

armor  
castle  
drawbridge  
dungeon

fire  
gauntlet  
jester  
turret  
lance

magic  
moat  
scales  
knight

unicorn  
wizard  
damsel  
sword

# DRAGON WORD SEARCH

Find the hidden words within the grid of letters.



armor

castle

drawbridge

dungeon

fire

gauntlet

jester

turret

lance

magic

moat

scales

knight

unicorn

wizard

damsel

sword



Created with Discovery Channel School's PuzzleMaker.



# FANTASY WORDS

Find the hidden words within the grid of letters.

W T U G T I F Y Z Z M G D S T  
N R Y S X H O A S K I H R E Z  
N A I K R T A R K A T N A V R  
S A R N R O C I N U O E Z L A  
I Q R A K Y R T H G B G I E Z  
U U P N T L P R A U X G W P Z  
P X A K I E E R I L D R D R X  
N A L S A A D I T M P E L E C  
B A E C Y G I A N T S G J C H  
X H H S H S B S K T I E Q H A  
L X X A V P V P L V I C K A R  
Y G G J B E X M E P C M V U M  
W J H W E I U R L M O E E N S  
H X O S J Y Y L A U C U N A O  
I R L X U X E T I H E I A F V

ASLAN  
CHARMS  
DRAGON  
ELVES  
WRINKLEINTIME

GIANTS  
GIVER  
LEPRECHAUN  
MIRRORS  
GIANTPEACH

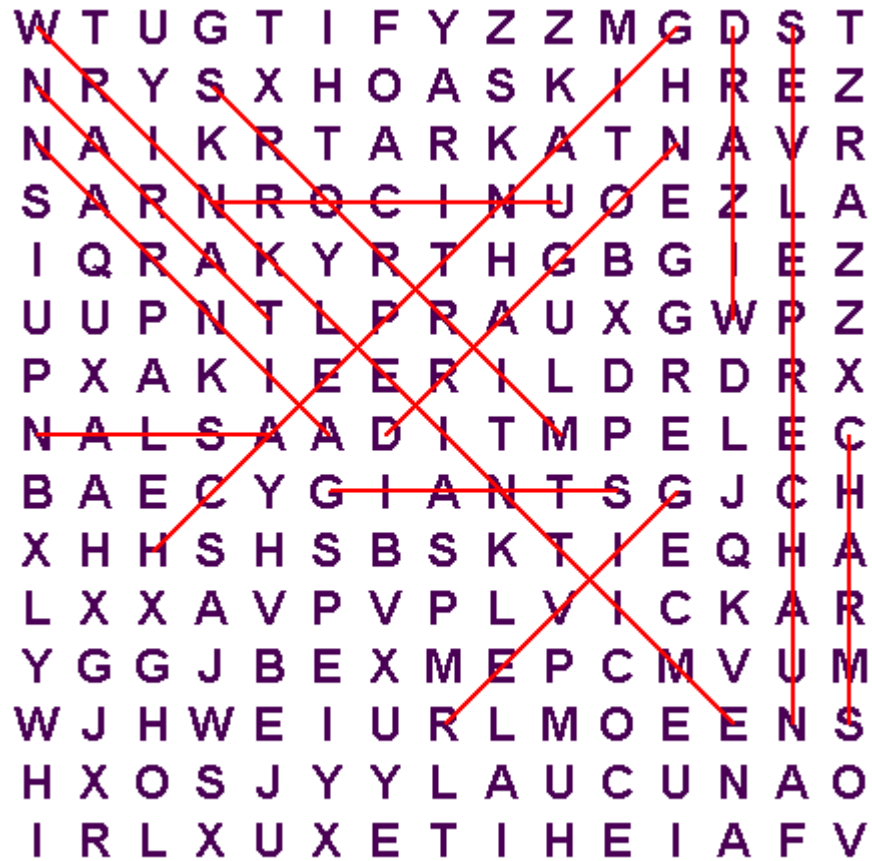
TARAN  
UNICORN  
WIZARD  
NARNIA



Created with Discovery Channel School's PuzzleMaker.

# FANTASY WORDS

Find the hidden words within the grid of letters.



ASLAN  
CHARMS  
DRAGON  
ELVES

WRINKLEINTIME

GIANTS  
GIVER  
LEPRECHAUN  
MIRRORS  
GIANTPEACH

TARAN  
UNICORN  
WIZARD  
NARNIA



Created with Discovery Channel School's PuzzleMaker.



## Scrambled Knights

Unscramble these letters to make words about knights.

SSECATL \_\_\_\_\_

EICSSRNP \_\_\_\_\_

ARDNGO \_\_\_\_\_

EALSMD \_\_\_\_\_

OATM \_\_\_\_\_

MRORA \_\_\_\_\_

ELSLP \_\_\_\_\_

HLIDES \_\_\_\_\_

DOWSR \_\_\_\_\_

GKNI \_\_\_\_\_

SGTNKIH \_\_\_\_\_

SOCRSWBO \_\_\_\_\_





## Scrambled Knights

Unscramble these letters to make words about knights.

SSECATL      \_\_\_\_castles\_\_\_\_

EICSSRNP      \_\_\_\_princess\_\_\_\_

ARDNGO      \_\_\_\_dragon\_\_\_\_

EALSMD      \_\_\_\_damsel\_\_\_\_

OATM      \_\_\_\_moat\_\_\_\_

MRORA      \_\_\_\_armor\_\_\_\_

ELSLP      \_\_\_\_spell\_\_\_\_

HLIDES      \_\_\_\_shield\_\_\_\_

DOWSR      \_\_\_\_sword\_\_\_\_

GKNI      \_\_\_\_king\_\_\_\_

SGTNKIH      \_\_\_\_knights\_\_\_\_

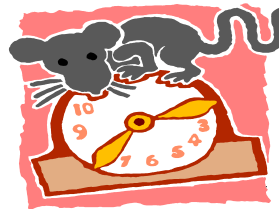
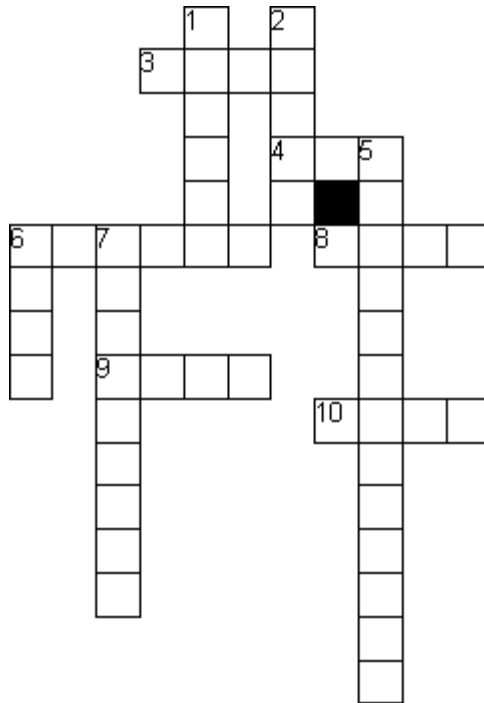
SOCRSWBO      \_\_\_\_crossbow\_\_\_\_





## Favorite Nursery Rhymes

Complete the puzzle using the clues shown below.



### Across

3. Jack and Jill went up the \_\_\_\_\_.
4. The \_\_\_\_\_ jumped over the moon.
6. The itsy bitsy \_\_\_\_\_ went up the water spout.
8. \_\_\_\_\_ and Jill went up the hill.
9. Little Boy Blue, come blow your \_\_\_\_\_.
10. \_\_\_\_\_ had a little lamb.

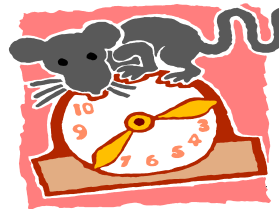
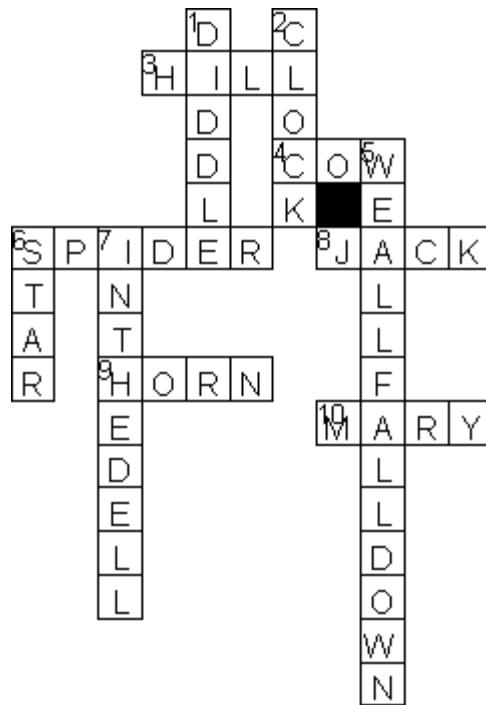
### Down

1. Hey \_\_\_\_\_, \_\_\_\_\_, the cat and the fiddle.
2. Hickory dickory dock, the mouse ran up the \_\_\_\_\_.
5. Ring Around the Rosy, Pocket Full of Posies, Ashes, Ashes, \_\_\_\_\_
6. Twinkle, twinkle, little \_\_\_\_\_.
7. The farmer \_\_\_\_\_, The farmer \_\_\_\_\_,



## Favorite Nursery Rhymes

Complete the puzzle using the clues shown below.



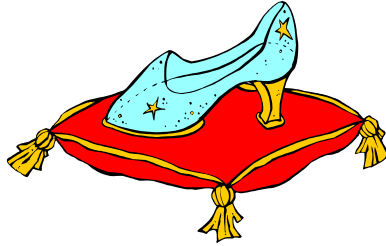
### Across

3. Jack and Jill went up the \_\_\_\_\_.
4. The \_\_\_\_\_ jumped over the moon.
6. The itsy bitsy \_\_\_\_\_ went up the water spout.
8. \_\_\_\_\_ and Jill went up the hill.
9. Little Boy Blue, come blow your \_\_\_\_\_.
10. \_\_\_\_\_ had a little lamb.

### Down

1. Hey \_\_\_\_\_, \_\_\_\_\_, the cat and the fiddle.
3. Hickory dickory dock, the mouse ran up the \_\_\_\_\_.
5. Ring Around the Rosy, Pocket Full of Posies, Ashes, Ashes, \_\_\_\_\_
6. Twinkle, twinkle, little \_\_\_\_\_.
7. The farmer \_\_\_\_\_, The farmer \_\_\_\_\_,

# FOLKTALE HEROES AND HEROINES



Find the hidden words within the grid of letters.

N	J	O	H	N	H	E	N	R	Y	C	R	C	F	G
F	G	L	U	Z	E	A	H	E	T	I	O	Y	I	I
B	Z	A	B	A	X	F	S	M	N	N	B	C	N	A
P	A	U	L	B	U	N	Y	A	N	D	I	L	N	N
P	F	N	Z	S	L	B	J	T	G	E	N	O	M	T
L	R	P	B	I	J	P	A	W	R	R	H	P	C	A
D	R	A	G	O	N	Q	C	D	B	E	O	S	C	P
Z	B	R	A	G	X	L	K	B	L	L	O	Q	O	H
M	M	U	P	R	Q	I	C	D	R	L	D	F	U	S
P	E	C	O	S	B	I	L	L	P	A	T	Y	L	Y
C	A	F	I	O	B	E	H	I	Z	S	W	O	L	F
Z	K	K	Z	V	G	Y	G	S	R	T	A	A	D	N
I	L	A	O	I	L	Q	F	A	O	U	M	N	K	J
G	O	L	D	I	L	O	C	K	S	W	I	K	J	Q
S	K	F	C	V	V	X	H	P	S	A	W	C	O	O

CINDERELLA	GIANT	PAUL BUNYAN
CYCLOPS	GOLDBLOCKS	PECOS BILL
DRAGON	JACK	ROBINHOOD
FINN McCOUL	JOHN HENRY	WOLF



Created with Discovery Channel's Puzzlemaker

## FOLKTALE HEROES AND HEROINES

Find the hidden words within the grid of letters.

N	J	O	H	N	H	E	N	R	Y	C	R	C	F	G
F	G	L	U	Z	E	A	H	E	T	I	O	Y	I	
B	Z	A	B	A	X	F	S	M	N	N	B	C	N	A
P	A	U	L	B	U	N	Y	A	N	D	I	L	N	N
P	F	N	Z	S	L	B	J	T	G	E	N	O	M	T
L	R	P	B	I	J	P	A	W	R	R	H	P	C	A
D	R	A	G	O	N	Q	C	D	B	E	O	S	C	P
Z	B	R	A	G	X	L	K	B	L	L	O	Q	O	H
M	M	U	P	R	Q	I	C	D	R	L	D	F	U	S
P	E	C	O	S	B	I	L	L	P	A	T	Y	L	Y
C	A	F	I	O	B	E	H	I	Z	S	W	O	L	F
Z	K	K	Z	V	G	Y	G	S	R	T	A	A	D	N
I	L	A	O	I	L	Q	F	A	O	U	M	N	K	J
G	O	L	D	I	L	O	C	K	S	W	I	K	J	Q
S	K	F	C	V	V	X	H	P	S	A	W	C	O	O

CINDERELLA

CYCLOPS

DRAGON

FINNMcCOUL

GIANT

GOLDILOCKS

JACK

JOHN HENRY

PAULBUNYAN

PECOSBILL

ROBINHOOD

WOLF





## Fractured Fairy Tale Words

*Unscramble the letters to find out the mystery word or phrase.*

RECLALIDENL

PCERNI ROGF

NKISTTLISPELMUR

OOBTS NI SUSBP

DOHO DER DINGIR

LERGET DNA NHSAEL

PARUZNEL

PDIE IPREP

WLFO GIB DBA

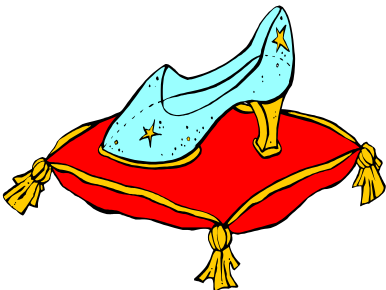
HANCRMIG PNRICE

TEWHI WOSN

SRBAE HERTE

KSOLCIDLOG

EPELISNG YBETUA





## Fractured Fairy Tale Words

*Unscramble the letters to find out the mystery word or phrase.*

### Answers

CINDERELLA

FROG PRINCE

RUMPELSTILTSKIN

PUSS IN BOOTS

RED RIDING HOOD

HANSEL AND GRETEL

RAPUNZEL

PIED PIPER

BIG BAD WOLF

PRINCE CHARMING

SNOW WHILE

THREE BEARS

GOLDILOCKS

SLEEPING BEAUTY



HOW MANY STORIES CAN YOU NAME THAT HAVE A  
**PRINCE?**

---

---

---

---

---

---



HOW MANY CAN YOU NAME THAT HAVE A  
**MONSTER?**

---

---

---

---

---

---

HOW MANY CAN YOU NAME WITH A **KING** & **QUEEN?** 

---

---

---

---

---

---

# Mythical Creatures Word Scramble

*Unscramble the words below:*



1. eaifsr\_\_\_\_\_
2. ignta\_\_\_\_\_
3. blonig\_\_\_\_\_
4. expii\_\_\_\_\_
5. eusspga\_\_\_\_\_
6. iepmrva\_\_\_\_\_
7. trnceua\_\_\_\_\_
8. lrhcnuaee\_\_\_\_\_
9. rmedami\_\_\_\_\_
10. rniucon\_\_\_\_\_

## Mythical Creatures Word Scramble

### Answer Key

1. eaifsr is fairies.
2. ignta is giant.
3. blonig is goblin.
4. expii is pixie.
5. eusspga is pegasus.
6. iepmrva is vampire.
7. trnceua is centaur.
8. lrhcnuaee is leprechaun.
9. rmedami is mermaid.
10. rniucon is unicorn.

## ROBIN HOOD

The following words are hidden below. Be bold and daring and see how many you can find. They may be found across, up and down, or diagonally.

**ALLAN A DALE**  
**BOW AND ARROW**  
**FRIAR TUCK**  
**MAID MARIAN**  
**MARKSMAN**  
**MERRY MEN**

**NOTTINGHAM**  
**PRINCE JOHN**  
**ROBIN HOOD**  
**SHERIFF**  
**STAFF**  
**WILL SCARLET**

N A E I M Q P R I N C E J O H N Y W X B  
O C M E R R Y M E N Z F T A L V B I D F  
T E D S I S L Z S H E R I F F M J L G J  
T N K H H U C I L Q W G H Y M A B L J N  
I J B K L E V F T M W H X I X R O S M R  
N Y T U E P R V G T P Q I Y J K B C P T  
G R I M T U S W O F L R J N J S M A S V  
H Z B J A T F V O B X E Q Z K M W R U X  
A X O T P I I E A O C G J N R A V L W Z  
M V W S I S D E T D D W K O L N D E Y R  
X T A H S D R M W H V F U A H Z N T C O  
W R N X A T M N A L U S O R B N A N K B  
U O D M R I A D M R T L C R O M N X U I  
S L A H E S Q F P S I O B P E K O E C N  
P I R A G H C R F U O A F Y O S G D P H  
L F R D W F Q G Z W P E N V Q G T C K O  
H P O A F R I A R T U C K Q N K H E A O  
D Z W Y X A L L A N A D A L E O K G C D

# ROBIN HOOD

## ANSWER KEY

N P R I N C E J O H N W  
O M E R R Y M E N I  
T S L S H E R I F F M L  
T H I A L  
I E T R S  
N R T K C  
G M W L S A  
H B A O E M R  
A O I O J A L  
M W D D O N E R  
A S M F H T O  
N T A O N B  
D A R R I  
A F I E N  
R F A S H  
R N T O  
O F R I A R T U C K O  
W A L L A N A D A L E D



## ROUND TABLE WORD SEARCH

### ROUND TABLE WORD SEARCH

B S X V E T A R R E H D F J Z  
G A W A I N E U A T O A P H A  
G C A J I R B H J T L H U T Q  
E W Z L S I I T A W Y A L K Q  
U L R K L K Z R L A G L L L X  
T E B A N E T A N Z R A C F N  
M O C A B G N G V K A G D Y K  
L X L D T C U N A D I S G Z K  
E G R E E D D I D W L W T X Y  
T Z W L M H N K N Y U S J I G  
T K O Y A A K U L E C H Z W M  
M T Q S A T C I O C V N M R T  
R E D K N I G H T R V E Z H Z

D Y A F E L N A G R O M R L  
Z

M A R T S I R T T N L V D E W

CAMELOT  
EXCALIBUR  
ROUNDTABLE  
TRISTRAM  
GUINEVERE

HOLY GRAIL  
KING ARTHUR  
GALAHAD  
GAWAIN  
MORGAN LE FAY

RED KNIGHT  
LANCELOT  
MERLIN





## ROUND TABLE WORD SEARCH



**CAMELOT**  
**EXCALIBUR**  
**ROUNDTABLE**  
**TRISTRAM**  
**GUINEVERE**

**HOLY GRAIL**  
**KING ARTHUR**  
**GALAHAD**  
**GAWAIN**  
**MORGAN LE FAY**

**RED KNIGHT**  
**LANCELOT**  
**MERLIN**

## WORD SCRAMBLE

Name \_\_\_\_\_

Date \_\_\_\_\_

*Unscramble the words below:*

1. eaifsr \_\_\_\_\_
2. ignta \_\_\_\_\_
3. blonig \_\_\_\_\_
4. expii \_\_\_\_\_
5. eusspga \_\_\_\_\_
6. iepmrva \_\_\_\_\_
7. trnceua \_\_\_\_\_
8. lrhcnuaee \_\_\_\_\_
9. rmedami \_\_\_\_\_
10. rniucon \_\_\_\_\_

---

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### Answer Key

1. eaifsr is fairies.
2. ignta is giant.
3. blonig is goblin.
4. expii is pixie.
5. eusspga is pegasus.
6. iepmrva is vampire.
7. trnceua is centaur.
8. lrhcnuaee is leprechaun.
9. rmedami is mermaid.
10. rniucon is unicorn.

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### *MYTHICAL CREATURES*

Find each of the following words.

MERMAID  
GENIE  
ELF

UNICORN  
WEREWOLF  
GNOME

TROLL  
SANDMAN  
PIXIE

OGRE  
CYCLOPS  
DRAGON

A D E C E Y E U E R O C A L M O M X E R N C P  
E N L N R D P I G S E G R G N O M E P D E Y M  
L R C C M N M D E E G E N R E T I D F D D N P  
M E R R E O L R G R G R W T O N P F L E L L G  
G O F L R I M A E G Y E O L E E A L M E A E G  
E W L M M D P O N F O I I G L D O G R E E O I  
R I O C A S D M F O C N T X A R R A R F M X L  
W M W S I E M N A L G R L A I S C A C E E E C  
E O E O D A E O D O O Y E G E P A Y G L C L I  
T R R E C Y D E C L I M E N E L C E A O O C O  
R I E R I O E X L I O O O R G L E E G O N D S  
D T W W O I P D M O C R N I O R E G N E N Y I  
R A G N A C N R O C I N U P S R E T X L G R L  
L G N N R N X R E W N C S F O S A N D M A N R  
W I E L M E O X O W M R W T D I S E G G N U E  
E I R C I O R O F R O W R C G L L Y D W I D T

Answer Key
------------

MERMAID	GENIE	ELF	UNICORN
WEREWOLF	GNOME	TROLL	SANDMAN
PIXIE	OGRE	CYCLOPS	DRAGON

M E R M A I D  
 E L F  
 F R E E  
 L M I G D O G R E  
 O A T X R  
 W I R I A C  
 E D O P Y G  
 R L C O  
 E L L N  
 W O  
 N R O C I N U P  
 S S A N D M A N

## Favorite Fairy Tale Characters

V N N N Y F O I H C C O N I P  
W M T T N F Q Y C P I V N F B  
E O E A N U R O B I N H O O D  
G I N G E R B R E A D M A N S  
X V D R P G K E R B E L C M N  
J D T E Y S Q C V I R E Z K O  
H W H T N T C H A X E Z T K W  
J A R E N A M O K J L N M P W  
V Z N L E O U U A J L U D P H  
I K F S H G Z T V H A P C M I  
N W N S E Y J Q L T G A K G T  
D S K C O L I D L O G R A T E  
N I K S T L I T S L E P M U R  
I D I E H I A L A D D I N L D  
F L R U Q B M A O F F P V L P

ALADDIN

GINGERBREADMAN

HANSEL

JACK

ROBINHOOD

BILLYGOATSGRUFF

GOLDBLOCKS

HEIDI

PINOCCHIO

RUMPELSTILTSKIN

CINDERELLA

GRETEL

HENNYPENNY

RAPUNZEL

SNOWWHITE

Created by Puzzlemaker at [DiscoverySchool.com](http://DiscoverySchool.com)



## Favorite Fairy Tale Characters

V	N	N	N	Y	F	O	I	H	C	C	O	N	I	P
W	M	T	T	N	F	Q	Y	C	P	I	V	N	F	B
E	O	E	A	N	U	R	O	B	I	N	H	O	O	D
G	I	N	G	E	R	B	R	E	A	D	M	A	N	S
X	V	D	R	P	G	K	E	R	B	E	L	C	M	N
J	D	T	E	Y	S	Q	C	V	I	R	E	Z	K	O
H	W	H	T	N	T	C	H	A	X	E	Z	T	K	W
J	A	R	E	N	A	M	O	K	J	L	N	M	P	W
V	Z	N	L	E	O	U	U	A	J	L	U	D	P	H
I	K	F	S	H	G	Z	T	V	H	A	P	C	M	I
N	W	N	S	E	Y	J	Q	L	T	G	A	K	G	T
D	S	K	C	O	L	I	D	L	O	G	R	A	T	E
N	I	K	S	T	L	I	T	S	L	E	P	M	U	R
I	D	I	E	H	I	A	L	A	D	D	I	N	L	D
F	L	R	U	Q	B	M	A	O	F	F	P	V	L	P

ALADDIN

GINGERBREADMAN

HANSEL

JACK

ROBINHOOD

BILLYGOATSGRUFF

GOLDBLOCKS

HEIDI

PINOCCHIO

RUMPELSTILTSKIN

CINDERELLA

GRETEL

HENNYPENNY

RAPUNZEL

SNOWWHITE

Created by [Puzzlemad.com](http://Puzzlemad.com)  [DiscoverySchool.com](http://DiscoverySchool.com)





## TALL TALE CHARACTERS

Find the hidden words within the grid of letters.

G I W G P N J I T N I W E G D  
G B R V I T D C U J E I N E O  
F R Z R X B Z O N X O F E L T  
B X E E M V M Y G X B S A L X  
M D A V Y C R O C K E T T I V  
P F X T A H M M R L P C M B J  
Q A B E U E C K P G A Z I S O  
C H U N B B B P M S A H K O E  
D S O L R J A Y E H D N E C M  
Z N Y O B Y A Y N W K X F E A  
P Y O Z N U J B T O V J I P G  
Y O N N V O N V K S T Q N G A  
M T H A N R N Y A C H P K I R  
Z O O E G N O L A M R O T S A  
J I S J O H N H E N R Y U X C

CASEYJONES	MCBROOOM
DAVYCROCKETT	MIKE FINK
GIBMORGAN	PAUL BUNYAN
JOEMAGARAC	PECOS BILL
JOHN HENRY	STORMALONG
JOHNNYAPPLESEED	TONYBEAVER



Created with Discovery Channel School's PuzzleMaker



# TALL TALE CHARACTERS



Find the hidden words within the grid of letters.



<b>CASEY JONES</b>	<b>MCBROOD</b>
<b>DAVY CROCKETT</b>	<b>MIKE FINK</b>
<b>GIB MORGAN</b>	<b>PAUL BUNYAN</b>
<b>JOE MAGARAC</b>	<b>PECOS BILL</b>
<b>JOHN HENRY</b>	<b>STORMALONG</b>
<b>JOHNNY APPLESEED</b>	<b>TONY BEAVER</b>

Created with Discovery Channel School's PuzzleMaker.





## MIXED UP APPLES

Johnny Appleseed was known for planting apple seeds. Unscramble these words that have to do with apples.

appel rate

direc

hnojny peledpaes

elep

etib

rncchuy

eeds

romw

dre coideslui



## MIXED UP APPLES

Johnny Appleseed was known for planting apple seeds. Unscramble these words that have to do with apples.

appel rate

apple tree

direc

cider

hnojny peledpaes

Johnny Appleseed

elep

peel

etib

bite

rncchuy

crunchy

eeds

seed

romw

worm

dre coideslui

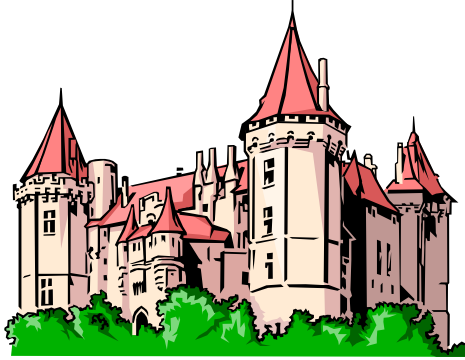
red delicious











## FRACTURED FAIRY TALE

### MATCH-UP

Draw a line to match the title of the classic fairy tale with the title of the fractured fairy tale.

- |                                    |                                    |
|------------------------------------|------------------------------------|
| 1. The Three Little Pigs           | 1. Principal's New Clothes         |
| 2. Jack and the Beanstalk          | 2. Stinky Cheese Man               |
| 3. Cinderella                      | 3. Goldilocks and the Three Hares  |
| 4. Frog Prince                     | 4. M.C. Turtle and Hip Hop Hare    |
| 5. Sleeping Beauty                 | 5. Beauty and her Beastly Children |
| 6. The Gingerbread Man             | 6. The Frog Princess               |
| 7. The Emperor's New Clothes       | 7. Yo! Hungry Wolf                 |
| 8. Beauty and the Beast            | 8. Sleeping Ugly                   |
| 9. Tortoise and the Hare           | 9. The Book That Jack Wrote        |
| 10. Goldilocks and the Three Bears | 10. Cinder-Edna                    |



## Mix and MATCH

**Create a great monster story. Make one choice from each column below. Be creative and come up with wild and crazy story!**

<b>Who?</b>	<b>What?</b>	<b>Where?</b>	<b>When?</b>	<b>Why?</b>
<b>Cyclops</b>	<b>flood at</b>	<b>a sports meet</b>	<b>21<sup>st</sup> cent.</b>	<b>thrills</b>
<b>Loch Ness</b>	<b>parade</b>	<b>on a scooter</b>	<b>1492 AD</b>	<b>money</b>
<b>Big Foot</b>	<b>note</b>	<b>over a mountain</b>	<b>2004</b>	<b>power</b>
<b>Sea serpent</b>	<b>football game</b>	<b>in a cave</b>	<b>last year</b>	<b>celebrate</b>
<b>Sasquatch</b>	<b>airplane ride</b>	<b>Antarctica</b>	<b>in ten years</b>	<b>anger</b>
<b>King Kong</b>	<b>state fair</b>	<b>at a concert</b>	<b>in last 5 minutes</b>	<b>as a joke</b>
<b>Frankenstein</b>	<b>Carowinds</b>	<b>at a video arcade</b>	<b>in 2 weeks</b>	<b>challenge</b>

## Guess These Headlines!

1. Crystal Slipper Only Clue to Mystery Woman\*
2. Girl Flees Forest after Grizzly Encounter\*
3. Golden Strands of Hair Found in Tower, Authorities Suspect Foul Play\*
4. Aides' Attempt to Revive Subject Futile after Tragic Fall\*
5. Botanists Puzzled about Giant Stalk
6. "Slow and Steady" Wins Marathon!
7. Fire Safety Officials Advise Against Organic Housing Materials
8. 4 out of 5 Dentists Agree: Candy House Snacking Dangerous
9. Girl Becomes Royalty After Bad Night's Rest
10. Parade to Honor Emperor's Attire

answers: Cinderella, Goldilocks and the Three Bears, Rapunzel, Humpty Dumpty, Jack and the Bean Stalk, The Tortoise and the Hare, Three Little Pigs, Hansel and Gretel, The Princess and the Pea, The Emperor's New Clothes

\*from Kruse's Those Bloomin' Books

(others made up)

## Name the Real Fairy Tale Game

Write the name of the classic fairy tale on which each of these "fractured" versions is based. Possible answers are listed on the back.

1. Jack and the Meanstalk \_\_\_\_\_  
by Brain and Rebecca Wildsmith
2. The Three Little Javelinas \_\_\_\_\_  
By Susan Lowell
3. The Principal's New Clothes \_\_\_\_\_  
by Stephanie Calmenson
4. Pondlarker \_\_\_\_\_  
by Fred Gwynne
5. Stop That Pickle! \_\_\_\_\_  
by Peter Armour
6. Ugh \_\_\_\_\_  
by Arthur Yorinks
7. Sleeping Ugly \_\_\_\_\_  
by Jane Yolen
8. Little Red Cowboy Hat \_\_\_\_\_  
by Susan Lowell
9. Somebody and the Three Blairs \_\_\_\_\_  
by Marilyn Tolhurst
10. Bubba the Cowboy Prince \_\_\_\_\_  
by Helen Kettelman
11. Three Cool Kids \_\_\_\_\_  
by Rebecca Emberly
12. Dinorella \_\_\_\_\_  
by Pamela Duncan Edwards
13. Clay Boy \_\_\_\_\_  
by Mirra Ginsburg

## KING OR QUEEN FOR A DAY

**Draw a picture of yourself wearing a crown.**

